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CU AMIGA MAGAZINE • MAY 1996

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PS 2000



Cover Disks



Soundtracker Pro II

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One of the best trackers to have appeared for ages, this will help you get the most music pains from your Amiga, whatever system you have. Plus: Soundtracker II's expansion items, Tons of the Month and some more exclusive work-sharing sound samples

Alien Breed 3D2

12

A shocking apocalyptic scene disk from Sigma 17 featuring a level from their forthcoming blockbuster 3D game. They think you've seen it all: you've seen nothing yet. Sorry, all those with under 10Mio you'll just have to wait a little longer.

The New Amiga 20

Welcome to the next generation Amiga! CU Amiga Magazine is proud to present the future and boy it's bright: CD-ROM as standard, enhanced internal expandability, a fast processor and a decent RAM allocation. All that and a new version of Workbench. See our extended news feature for more details.

Then check out the superb Amiga Technologies competitions on pages 28 and 39.



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DISK 132

- Soundtracker Pro II
- Tune of the Month
- Dominator MIDI sequencer
- Sound samples: music and sound effects

The first of this month's cover disks is a musical extravaganza, brought to you by audio master Tony Morgan.



Soundtracker Pro II

Soundtracker Pro II is an extremely memory efficient tracker program for creating four channel music on all Amigas. This version is fully functioning with no disabled features. You are free to save out anything you create with the program.

For those few readers still wondering on with 1.3 Amigas, this month's disk should be especially appreciated, as it offers many powerful features not normally implemented on 1.3 systems, including full on-line help at the touch of a button.

So what's so special about Soundtracker Pro II? First of all it is very small. You could even run it on a 65450 A500 if you were that hard up! However, even if you have plenty more RAM than that it's also a very easy little program. The interface is a lot easier to use than most trackers and there are some excellent features available in the sample editor, including a unique three-band graphic equaliser and a 'read to sample' option. This is particularly useful as you can 'bounce' up to four tracks down to one at the touch of a button! Perfect for those times when you just don't have enough tracks to spare!

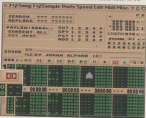
Getting started

If you've ever wanted to make music with your Amiga, Soundtracker Pro II is a great place to start. To get an idea of what's on offer, load up the Tune of the Month from the same disk by clicking the Song button at the top left of the screen, then selecting the "most extensive of" file. To play the tune, click on Edit from the top strip of buttons, then click the Play Song button. This is the right-facing triangular button marked with a letter 'G'. The other play button is for playing just one part (pattern) of the song.

The song will loop back to the start after a while (70 judders to be precise). Watch the scrolling numeric display in the top right corner see which pattern is currently playing. If you find the alpha numeric display at the bottom of the screen is rather confusing, take a look at the Patterns section of the file book included with this month's CJI Amiga Magazine.

Sample editor

You'll find there's a built-in sample editor with some very useful and powerful features. To swap the tracker editor for the

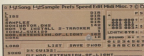


▲ The note repeat, you select on the top-right button, of a tape recorder. The fully-right button triggers the temporary store.

▲ This month's star attraction is Soundtracker Pro II. Although it might look like any other tracker, it has some startling tricks up its sleeve.

Sound samples

A selection of exclusive, never heard before sound samples is included in the Samples directory. These include both musical samples and sound effects and they can all be used in any Amiga music program and any other Amiga program that can load samples. The musical samples include loops for dance music, a range of distinctive Roland TR808 congas and a couple of bass sounds. The sound effects selection includes crickets, a meaty machine gun, splashing water, a police siren and an electrical hum, just the job for your own games, demos or soundtracks. The Playseend utility is also included in this dossier. This can be used to play IFF samples from the Shell.

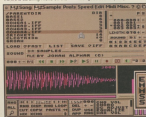


▲ Sound is the heart of Amiga. This editor and app compared to John Alpers' The actual Time Bombmaker for using the key feature of the top left corner of the screen.

sample editor, move the redoubt pointer over the tracker part and then off to the right of the screen – the sample editor will scroll on from the right. Here you can sample your own sounds directly into the program using just about any 16-bit sampler card that plugs into the parallel port.

Various processes and effects can be used to alter the current sample. To use any of these, select a part of the sample by dragging out a range with the left mouse button (or click FING DISP to select everything in view) and then click on one of the effects from the scrolling menu on the

right. One of the best features is the three band graphic equaliser. The three bars in the bottom right corner relate to the levels of bass, midrange and treble frequencies in the sample. By setting these to different positions you can drastically affect the frequency content of the sample. Select Equalise to process the sample with your chosen frequency settings. Use the Sample option from this list to sample your own sounds. You can even convert an entire pattern to a single sample by moving to a blank sample slot and selecting Mixtracks. This means that in effect you can exceed the normal four track limits with good sound quality.



▲ There's a nice variety of samples included in some disk 132. We'd like that in the Samples dossier.

Dominator

Dominator is a MIDI sequencer with support for Amiga samples. This is a demo version with some features disabled. If you find you would like to use this program seriously you can register for the latest edition of the full version, which will include more features and the ability to save your work. Check the Dominator Guide on the disk for full instructions and registration details. The instructions require the AmigaGuide utility to be present. OSL-04 or higher and a minimum of 1.5MB of RAM is required to run the program. Extra RAM is recommended.



▲ Dominator has a nice MIDI sequencer. If you're not a technical whiz but if you have a computer monitor you can alter the key signatures to make it run a perfectly well.

Recording a track

To record a track of your own, select one of the instruments using the numeric keypad or track one from the Samples drawer on disk 132. To load a sample, click the Sample button from the top row of buttons and select your sample file as normal, then click the Edit button. You can now play the sample at different pitches using the Amiga keyboard (or a MIDI keyboard – see the documentation for details). To put the program into record mode, click the circular button on the middle row. You can now record onto a track in play time or real time by selecting Play Pattern. By stringing together a sequence of patterns you can create a song that's as long or short as you like.

Tune of the Month

The long-awaited return of Tune of the Month comes with a contribution from Johan Alpers. For more of Johan's work, see last month's CD Amiga CD-ROM, or check out the Amiga site or the Amiga CD-ROM.

On-line help

Online help is available at any time by pressing the Help key or clicking on the question mark button at the top right of the screen. This does not use AmigaGuide, and so it is available for all Amigas without the need to boot from Workbench or a hard drive. Consult these documents for detailed instructions on the rest of the program.

The author

Soundtracker Pro II is the work of Marco Hellman. If you have e-mail capabilities, you use the program, please send the Marco an e-mail to let him know that you are using it and to offer any suggestions you may have for the program.

Top quality shareware software is vitally important to the Amiga's continual progress and survival. Use it, please don't abuse it! ■



▲ Loading Mixtracks will convert the current track to a pattern line in a single sample. You can then use the sample as a single track, giving you four track space to play with.

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Disk 133

Alien Breed 3D2

The Killing Grounds

By Team 17



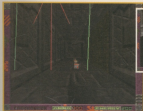
Take cover we're going in. Alien Breed has spawned some more dastardly robotic enemies. And we've got it first, ha ha.

The Killing Grounds is not just any game. It's the last of a breed, in fact the last of THE Breed.

The story of Team 17's Alien Breed is a long one and its latter half spans the period over the last two years where Team 17 have been

expanding in the multi-format games market like bushfires on the savannah. The original Breed 3D was in fact the last but a combination of unexpectedly high sales for this game and the abilities and ambitions of its programmer, Andy Catherine, meant that





reference guide to stop you traveling around in circles. The map can be scrolled around using the numeric keyboard and pressing 5 will center the map back to where you are.

Stingy gun

QIC, DRU The gun is stingy. It's a double-barreled shotgun which takes ages to reload and can leave you in a difficult situation, but hey, it's better than your bare fists and you must keep trying to replenish it. When the demo has loaded up you will see an arrow in front of you with green lines bordering it. This is the map. You can toggle this on or off using the tab button, and in the bright parts of the game it is probably best to have this toggled off. Bright parts? Yes, '700 is divided up into bright and dark areas. The bright ones are gorgeous and the dark ones are devoid of any feeling or light.

This is where the map comes into play. By using the F1 and F2 buttons you can increase or decrease the scale of the map and use it to discover and record new parts of the maze and as a

Light and dark

blend of the enemies on the level are of the blue robot variety, which are easy to kill with a few well aimed shots. At times though it will look as if a couple of flashlights are just around the corner. This is the large red alien, who can fire faster and is more difficult to destroy than his little blue brother. Time for you to get on with the game. Try to memorize the controls in the box opposite: you won't regret it. ■



The Controls

Control methods are very similar to *Alien Breed 70* and you're allowed to duck, jump and sidestep. The major new feature is the ability to look up or down, but unfortunately in this demo, although you can do this your gun stays steady: you can't aim it at anything. Let's hope this is rectified in the full game! Anyway, here are the main controls:

Game controls

Up Cursor: Forward
Down Cursor: Backward
Left Cursor: Left
Right Cursor: Right
Right Alt: Fire
Right Shift: Run
Right Arrow: Sidestep
..... Sidestep left
..... Sidestep right
D: Duck/crouch
L: Look behind
I: Look up
K: Look down
Q (on keypad): Jump
Tab: Toggle map on/off
F1: Zoom in on map
F2: Zoom out of map
Number keys on keypad: move around map

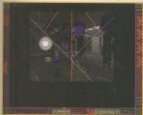
Viewing controls

I (on keypad): Pixel width adjustment
J (on keypad): Pixel height adjustment
+/- (on keypad): Increase or decrease the height of the screen
Enter (on keypad): Full screen/partial screen

part two has become a reality.

This demo is for 4Mb AGA machines only, which is bound to irritate a lot of people up. For this we are very sorry, but that is how it was specified and that is the way of specification the final game will be best running on. A 2Mb version is still a month or two away and will be packaged in the same box as the 4Mb version, but big brother here is the genuine article and should give you some idea of the quality of the graphics, the silky smooth movement (if you adjust it to suit your machine) and the stunning lighting effects.

To load the demo you will need to decompress disk 100 to two disks. Do this by inserting it into your internal drive, restarting your Amiga and following the on-screen instructions. For more details see the Disk Loading instructions on page 16.



1. At this scale you'll see more of the blue robot type.



2. ... Bright sections you'll come across this busy dark red chugger - beware.

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News

CeBIT '96

Since Amiga Technologies announced that they would display a new Amiga at the CeBIT '96 show, speculation ran wild on exactly what it might be. Strong rumors of a strange silver machine or a plain box Amiga prototype circulated. So, after some manic travel via Germany's rail

system from Hamburg to Hannover, CU Amiga Magazine's Matt Williamson rushed over to see this new wonder at CeBIT.

CeBIT is an enormous show. This year it consisted of just under 36 halls, each one about the size of the Wembley conference centre which hosted last year's World Of Amiga show in London. It is the biggest indoor show location in Europe and the stand on which Amiga Technologies were showing the new machine was a half hour walk away from the entrance. This stand was a huge Motorola construction hosting a number of guest computer manufacturers linked by the fact that they use (or in Amiga's case, plan to use) Motorola's PowerPC (PPC)

processor. The Amiga Technologies presence consisted of demo stations of an A1200, an A4000 Tower and the Amiga Walker accessing the Internet with the Amiga Surfer software.

Vader's helmet

Having expected little but a very low's next prototype in a glass box, the sight of the Walker in all its unarmoured Darth Vader's Helmet glory (as seen on the front cover of this issue) had many show goers rubbing their eyes as if to remove the illusion. It was not only a prototype but a full working machine which was actually being demonstrated. (See right for specific details. Of almost as much importance as the Walker itself were the plans Motorola and other PPC using manufacturers had for the future.

To back track, if the reader is not aware, Motorola and IBM formed an alliance to produce a new CPU for the '90s and beyond. Along with the Power PC processor they also drafted specifications for the so-called "CHPP" or Common Hardware Reference Platform. This was recently renamed the Power PC Platform. The idea is similar to the standard of 80x86 based PCs in that the user can buy whatever brand of motherboards/computer they like and then add cards and expansions as required. The software for the platform should still function quite happily (in theory) if everything follows the rules.



Amiga Technologies had a good position in the Windows stand although other than PC supporters.

Cheap parts

Most computer hardware experts agree that the days are numbered for the custom chip set approach to computer development. The idea is that it's far more cost effective to purchase computer components off the shelf than to research and develop an entirely new non-standard chip set. In the past, of course, computers like the Amiga benefited from custom hardware (in graphics and sound hardware allowed it to become the number one games machine of the early 80s), but these days there's such a market of high specification cheap parts that this approach no longer makes sense.

So the idea is that the Amiga, as we know it, will move away from being an actual proprietary machine. Instead it will be an operating system running on a Power PC Platform. Many Amiga users might gasp in horror at this revelation but there are big advantages. The PPC chip is far cheaper and far faster than the 68000. The PPC Platform uses a PCI bus for expansion. Graphics cards with specification in excess of even the CyberVision 94 can be bought for far less expense. Any number of graphics and sound cards could be bought for a fraction of what custom 3D cards cost for the Amiga.



Amiga '96 was held in an enormous complex of rooms in Hannover, Germany.



How it all fits into Amiga's Walker. The it's the black thing in the middle of the picture. Note how the keyboard is attached via a PCI type connector which should allow cheap PC keyboards to be used.

"Project Walker"

— The new Amiga revealed!

Fortunately the small Amiga presence on the Motorola stand was not the only place Amiga Technologies were on display. The huge Eascon construction also played host to Amiga Technologies but this time the crowd was shoulder to shoulder. Here again the Amiga Walker was on display and we were able to speak with Haino Mochel, one of the key players in the Walker Project.

Amiga Technologies stressed that the Walker is a low-end machine. This is useful to many people's ears considering its basic specification includes a 68010 68008, 68010 (2 Chip + 4 Foot), HD floppy drive, hard disc, quad speed CD-ROM drive and a real time clock as standard. Now Amiga Technologies have emphasised that the biggest Amiga is now the base Amiga. In one example, by including a detachable keyboard and support for non-Amiga specific keyboards, AT have told us all that the Amiga is going up market to finally compete with PCs whilst also starting the move to standard parts.



▲ Haino Mochel of Amiga Technologies demonstrates the new Amiga Walker using the new Amiga Better software to demonstrate the Walk-This-Walk.

Kickstart 3.2

Some other specifications tell more of the future. The Kickstart shipped with the machine will be OS 3.2 and it will make the move from 512K ROMs to 1Mio. Amiga Technologies wanted to make it clear that the OS upgrade would be minor with big features only to be implemented for OS 4.0 on the Power Amiga 500. Bug fixes and small enhancements will be the order of the day such as an improved CD file system (Pacetyl) and removal of the 200 HD limit from PFS. Development of AmigaOS is being carried out in tandem with the Walker project and Amiga Technologies stated that it would be available as a retrofit upgrade to all machines capable of 1Mio ROMs such as the A1200, A2000 and A4000. They may farm out marketing and distribution to a third party as was done with OS 3.1 and Bitsoft.

Another exciting development for Project Walker is the inclusion of a generic PC IO card all-in-one controller chip. AT hadn't decided specifically which one they'd use but largely the specifications are similar: high speed Parallel Port (high speed and suitable for the Zip also), E-IDE controller and HD

of electronics would be needed to be able to switch between the stock Paula/CIA floppy controller and the new HD floppy controller. The former would still be necessary if non-OS compliant game loaders would have any hope of working. The latter is essential to retain a full speed HD floppy interface instead of the current expensive half-speed hacked HD floppies. It's quite a dilemma and AT weren't sure how it was going to be handled but did reveal that they plan to change the layout of the Amiga HD floppy to include index signals, so it's likely this format would not be compatible with earlier floppy disk formats.

One of the most intriguing features of the Walker is its expansion slot located right in the middle of the motherboard. In fact it's not really one slot but two slots in line. A card could plug into both or one depending on its function.

The exact details on which slot would do what were

floppy disk controller. An obvious patch up to the aging Paula/CIA combination in the Amiga, at least high-speed serial won't result in data loss. The E-IDE interface will drive the in-built quad speed CD-ROM and internal hard drive as well as leaving space for another two devices.

New floppy format

The new floppy interface proves a sticking point however. Quite a bit



▲ Motorola's impressive stand played host to many computer companies that use PowerPC technology in their products, including Amiga Technologies with their forthcoming Power Helix line in 1993.



PPC Motherboard

The Power Amiga, or PPC Amiga 87 as it's called, will be based around a Power PC motherboard such as this Amiga

Technologies are likely to make the machine some kind of hybrid which will essentially a PPC platform machine, will have



most of the IO, graphics and audio functions built in. Though of course they could be expanded upon further via the PCI slots. This would give the user some degree of graphics and sound functionality with the benefits of a system that can be upgraded with all manner of third party add-ons. Economies of scale will mean that both the basic motherboard and any additional cards will offer better value than a custom system.

At CeBIT 98 a variety of motherboards were on show, many with a staggering array of IO options, SCSI controllers, DIMM sockets and so on. Such boards could form the basis of a very nice machine if running the Amiga operating system. So far the only operating systems running on PPC platforms are MacOS, AIX (a Unix flavour) and Windows NT. Microsoft staff admitted there was no operating system suitable for the home consumer as yet. I directed them to the small bubble of Amigas tucked in a corner and corrected, "Not yet there isn't".

would be well advised to remember they're getting reasonable performance in the mean time but not too much expense to throw away when the PPC upgrade comes along in early '97. It's difficult to imagine how wonderful a PPC based Walker would be.

An ideal stepping stone

Here Amiga Technologies have delivered the ideal stepping stone Amiga. The last in the AGA custom chip-set line with some stop gap hardware to fix the most serious deficiencies. Couple compatibility with the

existing software base and some serious expansion potential and what do we have? The best Amiga ever made, that's what. This is all before taking into account that this machine should be priced reasonably in the £200-£250 range and is expandable into the next generation of Power PC based computing.

The Walker is due to be put into production in the summer and on the shelves in the autumn in time for Christmas. With a base Amiga that includes a hard drive and a CD drive as standard with decent RAM capacity and processor power, things are looking good.

Let's hope that this time there's a good advertising campaign to back it up.

Famous that Amiga Technologies have hired the lads from the "Shake a Mac" advert to promote the new Amiga are entirely unfounded.



A Amiga Technologies are strategizing following with information on the new Amiga.

unavailable but it's most likely that the rear smaller slot has access to the Amiga video signals. This would be essential for a graphics based which would present a monitor part to the rear of the case. The larger half of the slot would mainly be a CPU con-

sector skin to the AT/286-386/486 connector but with more signals enabling a simplification of accelerator design. Aside from these special features, the Walker is essentially an A41 based Amiga which will be largely compatible with the A1200/A4000. Based on a 68030 running at 40MHz, it's nearly six times faster than a stock A4000. Many have argued that a full 50MHz chip should have been used or even a 68040. Amiga Technologies point out that accelerators will be available as will an official Amiga Technologies Power PC 683 accelerator upgrade containing the new 683 as boot. Those serious about speed

Project Walker Specifications

CPU

68030 40MHz.
Space for 100MHz Socket or FPU
68010 TBA.

MEMORY

2MB 16-bit Chip RAM
1 68000 socket expandable to
128MB. RAM fitted with 4MB
68000. Total memory 6MB.
OS 3.2 (68030) 32MB 16MB 68040.

CONNECT

AGA custom graphics chip set.
"Thunder" Audio & old floppy and serial ports.
"Targ" - New custom chip with expansion slot support.
Standard multi-controller IO chip.
Basic model uncontrolled. 2 68020
CMA (in sections)

STORAGE

Hard drive (also uncontrolled)
CD-ROM drive - good speed
HD floppy drive

IO

UART
23 pin RGB video output.
SP output and composite
SCA/Phone video output.
2 SCA/Phone audio output jacks.
Extended Parallel Port (EPP).
Extended SCSI CMA drives
serial port.
68030 based serial port.
Standard Parallel/USB drives
serial port.
Full speed HD floppy controller.
Standard Parallel/USB floppy
controller

INTERNAL

Enhanced 680 (6800) interface
supporting 6 drives (2 used by
OS-68000 and OS)

EXPANSION

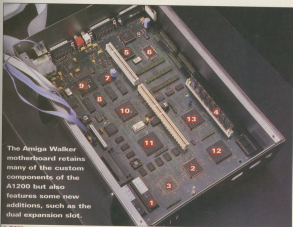
One slot consisting of 2 sub-
connectors for video and CPU expansion.
Possibly one general IO
connector for simple IO devices.

OTHER

Internal power supply.
Real time clock.
Power Layer circuit board for pro
duration unit.
PWBs present in prototype,
may be dropped for production.



Inside the Walker



The Amiga Walker motherboard retains many of the custom components of the A1200 but also features some new additions, such as the dual expansion slot.

1. ROMs OS 3.2 (V42) ROMs.

Raw 1Mb capacity contains many small bug fixes and optimisations to AmigaOS.

2. CPU The Motorola 680C30 CPU clocked at 40MHz. Surface mounted and with no built-in MMU, Walker owners would have to look to some kind of accelerator to gain an MMU useful for virtual memory and developers' diagnostic tools. The 680C30 at 40MHz clocks in at about 7.3 MB/s which is around six times the speed of a standard A1200 with no fast RAM.

3. FPU Amiga Technologies were uncertain whether they would fit the Walker with an FPU socket or an FPU of the 68082 family. It fitted such a unit is likely to be a 68082 also clocked at 40MHz.

4. SIMM socket A standard 32-pin 72 pin SIMM socket capable of accepting a SIMM module up to 128Mb capacity and double sided. Will come with a 4Mb SIMM.

5. 8830 CIAs Part of the original A1000 design, the 8830 Complex Interface Adapters are still present as soldered units due to the high failure rate of the chips.

6. IO Chip The brand new general purpose IO chip which provides several new ports including: Enhanced IDE interface capable of driving four devices. Two of these are the CD-ROM and hard drive fitted as standard. Enhanced Parallel Port (EPP) and high speed buffered serial ports are also an offer which in conjunction with the new HD floppy

controller solves various shortcomings of the outdated Poole.

7. Poole Unchanged since the A1000, Poole handles the four channels of 8 bit audio, the serial UART and key aspects of the old DD floppy drive interface.

8. Chip memory Surface mounted bank of 384k chip memory as required by the AGA chip-set and Poole.

9, 10, 11, 12. AGA Chip set Liss, Budge, Alice and Golo respectively. The AGA chip set exchanged from the A1200 and A4000.

13. Tony New custom chip that handles the expansion bus and various parts of the 'glue logic'.

Escom loss fails to halt progress ... Zip drive deal ahead

According to reports in German newspaper *Frankfurter Allgemeine Zeitung* (FAZ) and the *Economist*, Escom reported a loss of 123 million Deutschmarks (nearly £50 million) for the 1995 financial year. This has resulted in a financial restructuring of the company which saw some shares being sold at the expense of chairman Manfred Schmidt's holding, despite reports from Amiga Technologies that their German operation in fact made a profit for the year.

This will not affect Amiga Technologies directly, although an new President has been appointed to the company, Stefan Dornig.

who will operate alongside Peter Tiedtke's team during the upcoming period of new launches. Escom and its investors were keen to stress that the company has long-term objectives and strategies which will not be affected by the year's loss.

Other Escom news is that they have recently made an agreement with Iomega as the first computer manufacturer to install Zip drives in their PCs. Iomega have been celebrating their *HiLink* Zip drive sale and the 100Mb floppy disk sized format seems set to become a standard. If Escom are planning to install these in PCs, what about the new Amiga?



Stateside

By Jason Compton

With *GoldT* and *World of Amiga* (UK) occupying everyone's attention, it could be easy to forget to watch the rest of the world for Amiga happenings. But fortunately, this paid to keep a watchful eye on North America for *CU Amiga Magazine's* readers.

To be in to see the trades on a rail, Amiga Convention '96 will be held in Montreal, Canada on August 3rd and 4th. No guess as exhibitors have been announced yet, but the conference organisers are offering inexpensive table space for commercial developers and retailers as well as free table space for users who bring their machines.

Competitors for 3D graphics, music, and demos will be held with cash prizes. For more information, contact Frederic Tessier, head organizer, at +1-514-949-8798, or E-mail him at mccoy@generation.net.

One of the original and long committed Amiga application developers, *Softwood*, have finally kicked their online support and presence into high gear. In addition to a graphically impressive Web site at <http://www.softwood.com>, they are taking steps above and beyond the call of duty to bring innovative services to the net.

They have established an "Amiga User White Paper" at <http://www.amiganet.com>, devoted to listing E-mail addresses and other Web-based pages of Amiga users. Of interest to sellers and buyers alike is *Softwood's* new Amiga Mail, at <http://www.amigamail.com>. The Amiga Mail provides links and sales service for Amiga developers and retailers wishing to expand their service to online customers. The Mail can be viewed at <http://www.amigamail.com>, and inquiries about establishing a presence on the Mail should be directed to company president Woody Williams, woody@softwood.com or +1-800-401-0049.

Draco Systems, the company that provides distribution for MacroSystem's Draco non-linear editing computer as well as their line of Amiga products, has announced pricing configurations for Draco models to be sold here. Low-end systems, without any VLab Motion hardware, will be US\$4790. At the high-end is a Draco with 32-bit Draco Direct VLab Motion editing card and 5-pipe total head drive space for US\$12695.

Draco Systems and MacroSystem will be present at the National Association of Broadcasters (NAB) conference in Las Vegas, Nevada in April. In addition to the formal launch of the Draco and by far the highest profile presentation of the VLab Motion technology to date, the companies will preview the new 32-bit Draco Direct VLab Motion card. This VLab bypasses the normal and relatively slow *Zero II* bus for a custom Draco bus capable of pushing the greater quantities of data and allowing for uncompressed video images in higher quality, for simpler output and more flexible applications. All in all not a bad month.

EC law holds up Amiga

New laws which came into force in all EC countries on 1st January 1995 have been largely responsible for the delay of Amiga products according to industry sources. Giles Harwood of Gordon Harwood computers has blamed them for the delay of the new 528i chips for the 68040 1280 cards his company distributes. "The new European Community CE regulations which came into force at the beginning of the year have been a nightmare. Under the new law each product has to be tested with every single possible combination of peripherals and add-ons to make sure that their radiation emissions meet the new set guidelines. This is a long, complicated and expensive process and it is certainly causing delays to products we hoped to have on sale directly after Christmas."

These CE or controlled emissions regulations mean that anything which lets the test by emitting or testing to stated radiation (depending on what the product's purpose is, with computer peripherals falling because of emissions) has to be redesigned and tested again to make sure it passes. The A4000T which was designed in America has had to have more modifications to be sold here because of this, according to an Amiga Technologies source, and similarly the Q-Drive has had to undergo extensive testing before being released with the approved CE mark. This has caused considerable delay in getting these products to the UK.

Low cost RAM security

The problems of computer anti-chip theft were highlighted at a conference held by Thames Valley police in Berkshire at the end of February. The conference, held in Deddles, the southeast's computer manufacturing capital, concentrated on the millions of pounds being lost by companies due to theft of RAM, which is small, easily transportable, in high demand and expensive. In the Thames Valley Police area alone computer crime cost £17 million in 1995.

Although the conference concentrated on PCs, the Amiga also the same 72-pin RAM chips as

most PC systems and (because of the Amiga's predominance in the Graphics industry) which is RAM intensive the threat remains high, despite thieves potential unfamiliarity with the system itself.

In terms of keeping RAM safe the conference was the launchpad for a simple system called IC-SAR, a visible deterrent which is linked to a national database. The bar is permanently attached to a RAM chip and is marked with an identity number. If the SMMA is stolen and an attempt is made to pass it on a register on the IC-SAR can be called, and the true owner can be



located using the identity code. The bar and a permanent subscription to the national database costs £4.99, but with 16mb RAM (SMMA) costing over £200 this is a relatively small cost. Perhaps even more significant will be the cost of insurance for small and large companies. Pettinguard, the IC-SAR's manufacturer have

had several years experience in the car industry where insurance costs have been significantly reduced thanks to better security. As the IC-

SAR becomes more common the insurance industry has indicated that they would look favourably on companies that take measures to protect their computer equipment. Amiga equipped companies with RAM to protect should contact Pettinguard on 0181 870 2224 for more details on their computer security devices.

Matt Broughton's



Games in view

Hello girls and boys! Things are on the up for our faithful grey wonder and thanks to some kind publishers we can be assured of more releases in the coming months.

Time Warner Interactive (who you'll no doubt remember well, loved Amiga legends, **Panorama**, a few months back) have just released a new schedule covering releases up until next Autumn and among those titles mentioned was one we've confirmed May release date for the excellent **Severable**.

World of Soccer European Championship Edition, retailing at £13.95. We can also look forward to the much-delayed disaster bed 'em up, **Pinball Rage**, featuring only your screens through the Time Warner Interactive label in June (£29.95). This will be followed shortly thereafter by the long-awaited **Chess Engine 2** (on both £125 and £500/600) at the end of June/beginning of July for £29.95.

Following on from the release of **Trackball Manager 2** (see my review elsewhere in this very issue) **Alternative Software** have a number of titles to show on the Amiga in the next few months, with the first coming in the shape of more management shenanigans, **Rugby Boss** is touted as a straight forward management game but, rather than being based upon the Trackball Manager engine as you might expect, this has a completely new engine, written entirely from scratch. It's due out some time around the end of May/beginning of June and will retail at the budget price of £14.95. All the usual options, features and, er... things will be available, along with the option to torment with members of the rival family even though you've got an absolutely stunning wife. Probably.

As first reported in these very pages a few months back, **Alternative Software** also have a number of shoot 'em ups in development. The first sign of

Things are on the up. Lots of nice games publishers have released their new schedules and it looks like the Amiga won't be left out in the cold. So come in, put those wet things away and warm yourself with the warm glow that this month's games news generates.

these little beauties will come around the end of April, when a double pack is being released at a budget price point. This will include two games; **Tracker** and **Rage**. Both promise high-speed thrills and spills in the standard shoot 'em up mould, and **Alternative's** main man, Roger Ierlich, incidentally, is the gerbil's name - no relation! Holey is keen to point out that these aren't by any means sub-standard budget toots, but two excellent songs that they simply thought would work better together as a budget package.

The third of the **Alternative** shoot 'em ups is, however, a stand-alone product. Out in June (quite simple, eh!) **Death Angel** is described by Roger, as being a 80s version of the popular classic **River Raid** (substitute the word 'old' for 'classic' if you're under 18 years old). However, where the original **Actionline** product had rubber-tire-looking craft floundering up rivers, this promises very graphics and gameplay atop, along with the **Raiden**/**Manoeuvre** like option to have two players controlling two craft on-screen at the same time, 'n'ay simultaneously.

And finally, as if that weren't enough for one news report, **Alternative** also have plans to convert their popular PC game, **Pro Rugby**, over to yet another Amiga. This more intricate simulation game (is it a WOT management-only feature club team from Australia, England, New Zealand and France, together with all the top national sides).

Extra touches seen on the PC version included increasingly ragged patches, different styles, cranking tackles, big match

atmosphere, and even in-game commentary provided by **ESkyll's** folks, 'Steve' Stevenson and Eddie Hennings.

Exactly how many of these features will survive and how well they will translate to the Amiga is still under investigation, but **Alternative** are currently suggesting an Autumn release date. Roger is a major fan of Rugby League and is equally enthusiastic to about this project and has wanted to develop a game like this for quite some while.

"With the advent of the Super League and the game's much higher profile, I thought it must be the ideal time for my own company to come up with one," says **Alternative's** Roger Holey.

More good news comes from **Guildhall Leisure**, where the ex-**Krisalis** product, **Legends**, is nearing completion. Since being picked up by the Guildhalls, the Zelda-esque beauty has been tidied up somewhat and looks to be with us on £120 and CD32 from March the 28th.

Unfortunately (and no, I'm not being the Grim Reaper) there doesn't look like there'll be an **ASB07000** version at any point in the near future. The price point for **Legends** is set at £29.95.

April 19th is another date to set in your books, as it should see the release of **Extreme Racing** on the CD32, again priced at £29.95. We can also look forward to a data disk for the racing extravaganza at a later date.

And finally no does on this happy happy day the merry month of May will not only see a **Gloom** data disk for the £120, but **Glenn 2** for the CD32 (on May the 19th) to be ambitiously priced.

So there you sit. Hardly any bad news at all and, if anything, an excellent indication that the Amiga games scene is far from dead.

Have a good HMV day. Be seeing you, until next month the title CU chums. ■
Matt Broughton

HMV GAMES Amiga Top 10

NO.	TITLE	PUBLISHER
1	Serial World of Soccer 95/96	Virgin
2	Worms	Ocean
3	Proseur Manager 3: Deluxe	Granfin
4	Trackball Manager 2	Alternative
5	Ultimate Soccer Manager	Stern
6	Tactical Manager	Ocean
7	Player Manager 2	Virgin
8	Severable Golf	Virgin
9	Pinball Prelude	Effigy
10	Fantasy Manager 95/96	H&M Squad

We must be Nuts!

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¹ Pack must be returned with all packaging and in full working condition. Pack may be liable for damaged or incomplete return.

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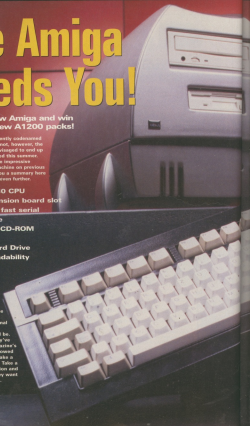
Name the new Amiga and win one of two new A1200 packs!

The new Amiga is currently codenamed Project Walker. This is not, however, the name the project is envisaged to end up with when it is launched this summer. You've already seen the impressive specification of the machine on previous pages, but let's give you a summary here to whet your appetite even further.

- 40MHz 68030 CPU
- Double expansion board slot
- IO chip with fast serial
- HD disk drive
- Quad Speed CD-ROM
- 5-6Mb RAM
- Standard Hard Drive
- Future upgradability to PowerPC

All this and a completely works new look!

Amiga Technologies' biggest dilemma at the moment is trying to figure out what the final name of this next generation Amiga will be. And this is where they've asked CQ Amiga Magazine's intellectually overworked readers to help out. Take a look at the computer. Take a look at the specification and then get thinking: they want YOU to give it a name.



WIN!

The top entry doesn't just involve an Amiga Surfer Pack and the one judged next best will receive an Amiga Magic Pack. These superb upgrade packages are being supplied courtesy of Amiga Technologies UK.

RESTRICTIONS

Amiga Technologies is only placing one restriction on your creativity: no numerics in your chosen name. Yeg, no A1000's or A1's either. Not even a Super 3500. Nothing with numerics in it at all will succeed in getting past the vast letter bin that is the floor of our office.

We at CBI Amiga Magazine will place one more restriction on the deal. No obviously stupid names. Although we will no doubt have a good giggle at them we won't insult Amiga Technologies by sending them on to be judged. So before you get smart, remember that we've already called it everything from the Sandwich Shop Teaser to the 50's Radio Set, the Hammer and the Space Invader. And none of these will pass muster.

So you can't name it after a murder and you can't name it anything obviously silly. So what ARE you going to name it? Difficult eh? Sit down and think about it. And never again say that Amiga Technologies doesn't let you make decisions about the Amiga's future: your name could be the key to its success!

HOW TO ENTER

All you have to do to enter is write your chosen name on the back of a postcard or a sealed envelope, with a brief explanation (30 words or less) of why you think it is so good. Post all entries to the following address: The New Amiga Is ... CBI Amiga Magazine, Priory Court, 20-22 Farrington Lane, London EC1R 3AE. The closing date for receipt of entries is 17th May 1990. All qualifying entries will be

forwarded to Amiga Technologies for judging. Good luck and good naming.



Rules

1. The decision of Amiga Technologies will be final and no further correspondence will be entered into.
2. Only one name and explanation will be judged on each individual entry.
3. The prizes are supplied by Amiga Technologies and no cash alternative is being offered.
4. Any names submitted for judging will be deemed to be copyright free. Any name sent in as part of this competition may be used freely by Amiga Technologies in product names, descriptions and promotions.

Any of the names chosen for prizes may not necessarily be used by Amiga Technologies. The competition is based on the best two entries in the opinion of the judges and advice will be provided accordingly whether their entries are used by Amiga Technologies or not. It must also be noted that in the winning case, the winner of a prize will be drawn from the total amount of entries which carried their name.





Amiga Quest!

Reeding interviews with software publishers and letters in Backchat you would be forgiven for thinking that there wasn't an Amiga or an Amiga game on sale in a single shop in the country. It's been doom and gloom for the last year or so, but games are still being published, new Amigas are

arriving and this magazine sells by the truckload - how can this be bear from the obvious fact that we're flat? We set out to discover the real level of retail stocking on the high streets of Britain.

As CIP Amiga Magazine is based in Farringdon, on the fringes of London's west end, the most obvious place to

start off was Oxford Street. Oxford Street has two of the biggest game retailers in London, both occupying massive amounts of space: HMV and Virgin. These are big companies, they like to keep up with the times, stay in touch with fashions so obviously right (or wrongly) the Amiga would be low on their list of priorities. Not so.

Just where can you find Amiga software and hardware? By all accounts it's becoming increasingly difficult, so we sent a team out to find out if the allegations are true. Lisa Collins, Alan Bunker and Martin Davies investigate ...



■ The Little 1601: Backchat
Editor: Nicholas Brown
Designer: Alan Bunker
Art: Martin Davies, Lisa

HMV's Amiga (and CD32) game shelves take up two sides of a single, large floor in the shop. HMV not only supplies our charts each month, it also supplies charts for other publications, some of which are

all-format charts detail sales of every other computer game format — PCs, consoles, and sometimes (but very rarely) Macintosh. At number one was a PC CD-ROM product, followed by Amiga Sensible World Of Soccer 95/96, while in third place was a Megadrive game. The first of the "new" formats, Playstation, only mustered in at number 18, four slots behind Amiga Worms. It's no wonder HMV will give a lot of prime shelf space to the Amiga.

And what of Virgin? Well, Virgin Interactive Entertainment, as the games producing side of the empire is called, has not produced an Amiga title for ages now. Has this attitude tapered down to what is stocked in the stores themselves? Again no.

Although the Amiga section in Virgin Games on Tottenham Court Road is in a bit of a backwater, unlike HMV's it still takes up about six metres of shelf space and has more

than adequately stocked with new and old, full price and budget stock. Virgin too is enthusiastic about Amiga sales though software is only available in the bigger stores.

The man in the street

Just to get an idea of what people on the ground think of availability in shops like these we collared James Harker in the Virgin magazine. James, 26, from Gloucester actually lives and works in London now and although he uses a PC at work still uses an Amiga at home. We asked him what he thought about availability: "It's fine, if I can't find a game I want here I just get it mail order. There are still plenty of advertisements for games". Some people think that mail order is unreliable though? "I've never had any problems". How often does he buy games? "Oh, only about five or six a year, unless the Amiga is good at the Sensible Soccer, I play other games on my PC at work".

Aiden McGill, who would rather not say his age, from Slough in Berkshire was in HMV on a shopping trip with his son Michael, 8, while his wife headed elsewhere "to spend lots of money". According to him you can only get games in bigger shops now: "This is great, but there's still not much variety, not as much as there used to be."

Does he visit London for all of his games? "There's nowhere decent stocking games out my way so I always come in here whenever I come up to London — except on match days when I've got better things to do with my time! I'm not really very interested in games anymore, but my son here is mad about them. Some of them, like Worms, are good to play together and I like him to play games that make him think. Most of his mates at school have consoles but they're too expensive and no better than the Amiga".

Interested not just in Amiga but in all other formats too.

Chart successes

According to the HMV chart in the March 1995 issue of Computer Retail News, an industry newspaper, the Amiga had entries at number 3, 6 and 18 of the all-format charts. The



■ The Amiga Games shelves in HMV Tottenham Court Road with an impressive display of Amiga games.

■ Aiden McGill, Paul Harker (in background) with Amiga games from the Tottenham Court Road store.



Escom Shop Open Street, Wood Green, London

Elsewhere?

First stop was very north London, Islington and Wood Green where we checked out WH Smith's for software availability and dived into the infamous Dooon stores, to see if they really were as poor at stocking the Amiga as they've been made out to be.

The first part of our visit was Escom's store in Upper Street, Islington. There wasn't an Amiga on display and the assistant there who didn't want to give his name was not exactly optimistic. "We had a whole bunch in through Christmas but there's been no serious attempt to actually sell them as opposed to PCs. Our shop's difficult anyway because we don't really have space. There have been a few enquiries but not very many. I feel effectively it's dead," he said. Oh dear. When pressed further as to why there hadn't been a serious attempt to sell them he went on to say "We haven't really been sent any

information about them. I do know a bit about the Amiga. They need to develop their models and price them competitively. It's useless without a hard drive, it's all right just to boot a game off but to do anything serious you're just continuously swapping disks. You're better off with an old disk with hard drive for any practical purpose."

So with weary hearts we tramped onto Wood Green's Escom shop and lo behold our hearts were lifted. In a complete about turn Islington's Escom's bigger brother had the Amiga Magic

pack on display and even had one Amiga set up and running Turbo, according to Alan they didn't have a few months ago. Graham, the Technical Manager there was present and friendly and said that, although sales were not exceptional, they were still going to continue the display for the foreseeable future.

A quick call in to Tandy in Wood Green also produced promising results. Although they only sell A1200s (the A8880P is still not available in the UK), Tandy's Mr. Williams said that, although currently quiet, they (the Amiga A1200) sold well over Christmas.

Deane in Wood Green don't sell Amigas, though the staff there were pleasant and pointed us in the

"There's been no serious attempt to actually sell them as opposed to PCs."

Anonymous salesperson, Brown, Islington.

direction of the Escom shop and advised us to "read the Amiga magazines for more information". We told them to tell people to "read CG Amiga Magazine" if they want to find out more. Too hard? Free advertising.

So far though, there was no sign of any Amiga software. However, WH Smith's in Wood Green shopping centre put this right. There was quite a lot of Amiga games on display, albeit at reduced prices. Also, Mark Johnson, the new manager there, once an Amiga owner, is planning a shake up, hopefully involving more Amiga games and is "going to find out from head office what is happening with the Amiga particularly."

Also in Wood Green shopping centre, there was a very prominent display of Amiga games in the Multimedia Discount Shop. Though the sales assistant there did say that they were planning to move some of them to make room for PC CD-ROMs.

Out of town First stop: Luton

We sent Alan Burdick, equipped up in a trenchcoat, with a flask of hot



Just above the checkout at Luton's discount store, what have you? Is this the extent of Amiga-related items?

Yes! Amiga conversion Paul Miles (left) and sales assistant Simon Burdick (right) at Luton's discount store are the best the Amiga.

■ The original Amiga owner of Sili's Boutique has plenty of games in the bag.



chocolate up north to find out what the situation outside London is like. Seeing that Louise Chase almost managed to make Luton sound interesting, he decided his first stop should be this large-ish town. Luton is a commuter town for London, it has an airport and was even featured on Sky One recently in a police programme – did you know their 3,000 car crimes committed every year in Luton? Fascinating. It is also home to a sizeable indoor shopping centre and this is where our investigation into the availability of Amiga software began.

In demand

First to appear was Electronics Boutique, the chain who were once called Future Zone. Being quite a small shop, we were surprised to see approximately 15/20% of their shelf

"around 75 percent of our sales are Amiga-based. As well as software, we sell pyjamas and pyjamas. At the moment, we have a lot of people waiting for Championship Manager 2."

And what's been the biggest seller recently? "Recently, Worms was big for us. We were constantly out of stock of that game. Since I've been here, Worms has definitely been the biggest seller."

Well, there wasn't much else happening here so next on the agenda was Sili's, on the top floor of Debenhams. And it was with some amazement that I saw Amiga-related stuff openly with large sections set aside for 'productivity' and 'games' software! It was all positioned in full view – in the middle of the floor – with a demo machine set up and ready to roll. Now this kind of support is more like it!

A bit Breathless

Jason Richards, a Sili's sales assistant, enthused: "We do well with Amiga. Currently, Breathless is the biggest selling game." Having interrupted Jason from chatting to a passing Amiga customer, we talked the bowler down and demanded he tell all: "I have an Amiga 500 modified with 1Mb of Chip RAM and an additional 6Mb of memory built in to it. I have a hard disk, CD-ROM, MIDI interfaces and I have it directly linked into a PC. I use my Amiga for editing and sampling music which is mainly for business. There's a group of us who use Amigas. We all find it very good for us, particularly because it's got hardware scrolling built in and the music capabilities are excellent – the PC's only just catching up. I come to Sili's because I like the service," he continued. "I've been dealing with them since they were originally Amiga people. You get great back-up from here. It's not just buying the product but the help you get afterwards. And

if they can't help, they'll put you onto someone who can."

In fact Sili's stock of productivity and games software was excellent. And, of course, machines and peripherals were available too. Whatever you use your Amiga for, Sili's guys would be able to help out. The £1000 set-up near the counter allows potential buyers to try out both hardware and software. Then when you're ready to leave, Sili's will provide you with a booklet all about the Amiga which you can take away and read at your leisure. Well done, Sili's.

Other stockists of Amiga software in Luton are Beattie's. The display is very small, though, and the games were well out of date. Defender II, Rocky Blooky and the like. However, not very impressive although the Scalextric set for £70 at the back of the shop held my attention for some time.

No luck at Deans, unfortunately. And if you want to buy an Amiga at Tandy, you'll need a stiffer dog to run-maze under the shelves. This way, you may find one locked away in a game gathering dust.

The mighty Deans, saviours of the Amiga that they are, have a shop in Luton. Oh yes, a shop full of PCs, ZX, SX, Pentium... yeah. But wait, a humble A1300 is set up at the back of the shop placed at the far from humble £200. No software, no accessories. No salesman prepared to talk us through the system. Mention PCs, though, and the mood dramatically changes. Don't you just feel that the future of Amiga is in safe hands?

And on to Manchester ...

Well, enough of Luton. Let's get big, get mentally prepared for the long old journey to Manchester. Here's another interesting fact for you. Apparently, Railtrack had a six-month working period of £550 million pounds this year. Well is it, then, that they can't afford our reporter to Manchester and back with our points on the track falling and our deans breaking down? Eventually Alan did arrive at Manchester. A splendid city where, to fit in, you gotta wear baggage pants, have a goatee beard and play thumping music from an XFD with a broken exhaust. Only kidding. How would the Amiga fare out there?

On the GAME

Market Street is the main shopping area of Manchester, where the huge Arcade Shopping Centre looms on both sides. Seeing the attractive check-out assistant in Boots, Alan found his self drawn inside. In their electrical section, he found a small array of ageing Amiga titles at exorbitant prices including Hired Guns for £24.99! There were no games you could consider

"We do well with Amiga. Currently, Breathless is the best selling game."

Jason Richards, Sales Assistant, Sili's, Luton.

space given over to Amiga games which was about the same area given to PlayStation and Saturn software. Unfortunately, like these shoppers, there were plenty of the latest in PC CD-ROM software which left me talking to the store's Assistant Manager.



■ What's our Championship Manager 2? It's the staff at Sili's Electronics Boutique. They already have 15 releases under!



new! Boots sales assistant, Brian Smith, explained: "We don't stock a lot of anything anymore. You're better off going to GAME." He was even kind enough to give me directions!

On the way to GAME, our intrepid reporter stumbled upon a three-storey Virgin's. In this huge floor space, a mere dozen or so Amiga games were displayed which were disturbingly out-of-date once again - *Jetstar Nights*, that kind of thing. Even more disturbing was the 'pick a price and pay scenario'; y'know, many of the games had various price tags on so you had to scan the box and find the lowest price. A game could be drastically reduced by 50 percent this way! And the dippy sales assistant who looked completely shocked at the mention of Amiga's and computer software was a hilarious sight in itself!

Amiga paradise

We left in Manchester stores at rock bottom. Alan dragged himself in to GAME. It was a miracle, surely! Leaving from Amiga games had sent him into a dither. But no, credit where it's due: GAME had an excellent display of low and budget priced Amiga games. From the latest and greatest games software to classics of yesteryear, all your Amiga software and accessory needs could be found here. Not only that but GAME were offering a fantastic deal: three games for the special... price of £29.99.

Offering his personal opinion on the Amiga scene, Assistant Manager Phil Dregan mused: "The reason the Amiga is having the door shut on it is because it's been taken over by Saturn. I think they'll probably try to support the Amiga when it comes out rather than anything else. They don't seem to have supported the existing Amiga at all, whether it be hardware or software. It's also a shame that software publishers don't support the game side - there's a bit of an attitude war here. You have to resort

to bulletin boards to find a lot of software. And some stores only make a token effort at stocking Amiga games instead of fully supporting the scene."

"I used to work at Virgin with their Software Buyer and, when I left, the Amiga was still fairly strong with the likes of *SNOS* and *Cannon Fodder 2* being released. There was a lot of support and people were still producing titles. But now look at Dominet, for example, who have just back *Championship Manager 2* in many times now - basically it's because they're trying to hedge their bets. They're trying to see whether there's still interest in it. But believe me, Amiga stuff still sells very well."

"The problem is that nothing really stands out at the moment. Now it is *Demolition*. And then you've got *Spies Legally*. Some of these titles are good but, I don't know, others give you the feeling that someone got *Blitz Basic* for Christmas or something and decided 'Oh, I'll be my first game' but they're not great... you know what I mean?"

The in crowd

Giving Alan time for a quick nod, Phil continued on in minuscule page-filling fashion: "They're trying to do things with the A/500 but, really, it's not designed to do. They're trying to do these 3D Doom-like games which I don't think is the Amiga's strong point - you need that RAM and accelerator boards to get into that sort of thing. But how many people have these? And you have to fork out a lot of money if you want them."

"You want to concentrate on what the Amiga does best, what it still does better than the Playstation and Saturn - the Playstation's 3D engine is rubbish. You should be developing innovative, two player games. *Warms* was a very simple idea but was done very well. It's the gameplay and playability that matters, not fancy graphics."

"The Amiga's been out for a very



■ The picture shows some bits of Amiga (Phil Dregan and most of the Amiga on display in the Game Real Game shop below).

long time and has very good programmers - they've all got brilliant ideas. Maybe the way forward is to get a small group of them together and put their ideas together. The Amiga should be alive and well."

With this in mind, Phil assured us that GAME would continue to support the Amiga for as long as there was the software. From what I could tell from the display and from the few Amiga computers I bumped into, sound the

Some stores only make a token effort at stocking Amiga games ...

Phil Dregan, assistant manager, GAME, Manchester.

stores in Manchester, GAME is the place to go.

Nineteen year old Steve, a local student lurking around GAME, said: "I usually buy my games from HMV or GAME. They have the best range of software. I mainly use my Amiga for games. The last game I bought was *Warms* which I was very pleased with. It's incredible - so playable, it's unbelievable. But I do think the emphasis has shifted for the Amiga from games to utilities. You can tell this from what the magazines are now offering on their cover disks."

Andrew Pepper, 20, whom we talked to at Manchester's HMV, seemed to sum up a lot of the games-playing public's feeling: "I think the market's still quite good. I like the new games such as *Warms*, etc, and I also use my Amiga for word processing. But the games on the new systems, like the Playstation and the Saturn, are rivalling the Amiga."

And so ...

It's good to see the Amiga still has a good presence among the specialists. On a rather note thought, we realised while writing this article that the smaller independent stores, who were more in touch with the public, seem to have disappeared altogether. But the truth is that software and Amiga are still available, you might have to look harder for it, but it's still well worth the effort! ■

[illegible]

Win a Q-Drive

Did you miss out on last month's CD because you didn't have a CD-ROM drive? Well now's your chance to win one!



As reported in this month's news the Amiga Q-Drive's UK arrival has been delayed but is scheduled to land on these shores during April. To celebrate this, Amiga Technologies are offering one as an exclusive CU Amiga Magazine competition prize.

The Q-Drive is worth £229 and is a high quality dual-speed CD-ROM drive with CD32 emulation developed by Amiga Technologies themselves.

To be in with a chance of winning this superb CD-ROM drive all you've got to do is answer the following questions and send your reply in on the back of a postcard or sealed envelope:

Rules:
 1. Amiga Technologies' decision is the only one that is final and no correspondence will be entered into.
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 3. All entries will be drawn for a winner and the winner's name will be drawn from this list by the next issue of Amiga.
 4. All entries will be sent to the Amiga Magazine at the address below.
 5. All entries sent by e-mail by 31 May 1994.

1 In which German city is Amiga Technologies GmbH based?

2 What is the name of the new Amiga internet hardware and software pack?

3 What is the average capacity of a CD-ROM disc?

Send your answers to: Q-Drive me crazy! CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Leading Lap

Upgrade Offer

OK, so you've seen what the hottest polygon racing game on Amiga has to offer (CU Amiga Magazine April's cover disk). The free track version of Leading Lap you've just lost sleep playing is only a part of what the entire game has to offer. Upgrade now to the complete version of Leading Lap MPV and you can get your hands on:

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Remember, Leading Lap will not be available in any shops, and stocks are limited, so fill out the coupon below, and send it with your cheque or postal order to: CU Amiga Magazine Leading Lap offer, Reflex Interactive, 13 Hawley Crescent, London NW11 9NP. Please allow 28 days for delivery.

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AMIGA

ScreenScene



Data disks seem to be the common theme in this month's games section. A cynic might suggest that perhaps games companies would be better off employing their talents developing new games rather than shunting out more of the same for existing ones. In some respects this might be true. However, in the case of the disks reviewed here they are welcome additions. Particularly

to *Force Data disk*. Goldball have had the foresight to provide an editor as well as more tracks on this disk. The inclusion of an editor should ensure a much longer life for this superb racing game longer once you're tired of racing around the provided tracks you can make your own. Hours of fun.

Football fans will be happy. 21st Century have served up a coffee with *Slamtilt Pinball*. Who'd have thought they could manage to do it again and without the help of Digital Dynamics? But they have and *Slamtilt Pinball* is one excellent game.

As ever there's something new for football management fans. *Footsult Manager 2* has arrived but whether it matches up to the standards set by the first in its league is another matter entirely.

Things are looking up for Amiga games market. I kid you not. Despite the lack of abundance of new names in games section here, I can promise you that good things are on the way. Time Warner Interactive have released their new schedule and both Goldball and Alternative Software are promising games by the bucketload. Also, a playable preview of long awaited *Championship Manager 2* arrived just after deadline, so we should have a review or at the very least a preview of that next month.

Uli Collins, deputy editor.

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Slamtilt



■ Price: £29.99

■ Publisher: 21st Century © 01235 451 452

Addiction is one of those nasty side effects of playing computer games. Slamtilt should be medically investigated for its effect on people ...

figures, table that automatically and smoothly flicks on-screen when extra balls are activated. But there is less fiddle and more clarity in the figures versions of these tables than *Flippers*.

The tables are based around four themes. Most Machines is all about car racing, with Rally, Off Road, Formula 1 and other modes to get into and big bonuses to be won either by getting combos, hitting flag areas or timing shots on the graphic display at the top of the machine. Pinates is a sea faring table, with lots of shooting, treasure hunting and sailing to be done. Age of Space is a futuristic table, which doesn't actually look all that futuristic, unlike say, *Pinure* made from Pinball Perlick, but it's exciting enough with probably the largest amount of bonus games of any of the tables. The final table, nesting away on disk five, is *Night of Demons*. This is supposed to be scary, but the only scary thing on it was how low my score was. It's packed with horrible squigly modes like *Slut Bitches*, *Exterminate Vampires* and *Drive Gigger*.

My favourite ...

My favourite table is the *Pinates* one, mainly because I'm a sucker for old sea shanties, but also because there is a lot to do on it,

and the right top flipper is ideally placed so that it is a lot more use than the third flipper on any of the other tables. Examples of the types of mode in this table include *Monkey Business*, which involves shooting lamps to get parts of a magi book from a green eye monkey who tries to distract you by jumping around making strange expressions in the score box. Another jarring mode which is played solely in the scoreboard itself involves throwing

This game caused some confusion in the office for the first week or two of the schedule: someone had mistakenly put it down on the monthly plan as *Spanish*. Images of a potted plant were running around vintage World War 2 platforms abandoned while I was away in foreign climates on half-days, wasting (according to my twin brother Frank) on a ten year old Indiana Jones pinball table. Things were cleared up fast on my return, but most of the magi were mystified. It's a Pinball game. So what? It's by Liquid Design. Who they? Without going into the usual drivel about 21st Century and Pinball games let me first explain that

Slamtilt is absolutely marvellous. If you were disappointed by Pinball Mania please read on because this is one game that will warm your tapping fingers, if not wear them to the bone. I also broke the right Amiga key on my keyboard playing it the second time I've done this with a game! But 21st Century would not accept responsibility: after all I didn't NEED to hit it like a possessed elephant trying to record a jungle beat.

Choices

The game consists of four tables, each occupying a single disk. Like its spiritual father, *Pinball Fusion*, it has a multiball function utilising a





blast at enemy ships while trying to avoid their cannon balls. It's arcade-style interludes like this that make Slamtilt really special.

AGA only

This is an AGA only game, and a precious one at that. Liquid Design, the Swedish programming team responsible for this

masterpiece developed Slamtilt for Amiga first and although other format versions are on the way it really shines on the A1200's capabilities - much more so than Mania, which was developed backwards and pretty much stayed backward. Add to this graphic wizardry some superb music and sound effects, with original tracks for each table, and all the music volume/FX volume adjustability that made Prelude so pleasurable to listen to and you're into a winner.

The ultimate?

Up until now the favourite Amiga pinball game has been Illusions. It took all that was right in Dreams and Pentaplex and gave it AGA polish, a beautiful hi-res multiball mode and cracking sound effects. Now Slamtilt has taken over like a new young pup in my affections. This is not just because Illusions is a year and a half old, it's because Slamtilt is just that little bit better in all areas: music, graphics, gameplay. Plus, there's the bonus of four tables - Illusions only had three for the same price, and was still superb value. OK, I'm not as impressed with the Spaceport table as I am with the Pirates or the Mean Machines one, but this is largely a matter of personal

preference, and none of them will really disappoint anyone. Although one advantage of Mania was that it can be hard disk installed.

The word ultimate is overused and easily misunderstood. I could say this is the ultimate pinball game because it's just so damn entertaining and most of you would get my meaning. But my



English teacher would remind me that ultimate not only means biggest, best ever, wonderful... it also means last ever. And I would have this to be the last pinball game from 21st Century or Liquid Design. They're just so good at it. ■

Alan Dykes



SLAMTILT

■ operating system	2.0
■ number of disks	1
■ ROM	2MB
■ hard disk installable	no

60%	graphics	92%
60%	sound	90%
60%	playability	92%
60%	playability	90%

Verdict

A superb pinball simulator

91%

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Tracksuit Manager 2

■ Price: £25.99 ■ Publisher: Alternative Software ☎ 0977 797777

The long awaited sequel to Tracksuit Manager is here. An own goal or a hat trick? Let's see ...



Ladies and gentlemen, I'm going to approach this in a logical way by taking you with me on a real-time experience. Pick your bags, vaults off to review Tracksuit Manager 2.

The original Tracksuit Manager game appeared way back in 1989, boasting a revolutionary 'match

experience' where authentic commentators were used to represent the action rather than traditional text readouts, and though systems such as this have been revolutionised in recent years by games such as the Premier Manager series and On The Ball, Alternative Software are back, confidently routing the same system with

a few new juicy tweaks and bold-ides. Anyway, back to our chronological journey... first on the agenda is picking up the low ball!

Don't quote me

As you may be aware, it's traditional that game boxes are covered with quotes and claims generally attributed to one of the various magazines that will have reviewed the game prior to its release (a "best thing we've ever seen" OJ Anjo Magazine).

However, considering this is the first time I've seen the game and it's already packaged, this little idea would seem to have flown out the window. But wait, what's this? The box is still covered in garish comments. Let's have a little read shall we ... "The most comprehensive club management simulation yet devised" states one. "This will

delight football fans everywhere" and "Tracksuit Manager will put you into the heart of the action" are further exclamations, while the old legend "Football IS Tracksuit Manager 2" even goes as far as to feature red text for the "IS". Of course this would all be very impressive if it wasn't for the fact that these comments don't appear to have an owner.

This leaves one wondering if the programmers themselves or perhaps Alternative Software's managing director's mum were paid to say whatever the producers thought might sell the game. According to the box, the game "Plays like a dream fast and smooth yet fully detailed" which is fine, but according to who exactly? And finally (before I stop writing and get on to actually loading the damn thing) let us enjoy probably the most entertaining of all the quotes, and that's "This is probably the best football management game ever!" this, well they could say that wouldn't they.

You see the thing is, I'm writing this in retrospect and happen to know that it isn't the best football management game ever. In fact, it's about as average as things get without earning a complete sleeping. Certainly it's more up to



▲ The typical manager's office complete with paper, pen, glass, football, calculator, diary and player's photo. From here you can do back, office and club meeting mode footballing activities.



▲ The club of politics (there is more behind and goodness! It is a conspiracy!)



step than most footy management games around at the moment, but then again, that's because it's the most recent game available.

Yeah yeah yeah. So Asquith, Jennings and Bergkamp are all in their careers, teams, but let's be honest, it's rather play a decent game that's out of date than the opposite.

It's all there

Well, let's not be negative alone, as the game does have redeeming features – it's just that things don't start too well. Apart from taking a fair while to load, you're

then faced with a lengthy set-up period that, while replete with about eight minutes in the instructions, is actually more like twelve. Once into the tuxing of things, all of the options you've come to know and love are there, so get stuck in on the transfer market, check the medical condition of your team as the season progresses, and see how far you can get in the various club challenges and cup tournaments. The presentation throughout is OK if a bit bland, and though there are a fair few photographic backgrounds, it's nowhere near as attractive as

Player	Goals	Assists	Appearances	Minutes
Asquith	12	5	18	1620
Jennings	8	3	15	1350
Bergkamp	6	4	12	1080

▲ Not too much focus on overall team stats, mostly in the way of the league.

say Premier Manager 3.

Setting the formations and playing styles is easy enough, and all of the tables, graphics and player statistics are easily accessed and a doddle to manipulate. The games themselves, however, are a bit zap.

New states digitised commentators sit while speech bubbles come out of their mouths, as the machine desperately tries to put together some sort of coherent coverage of the game. The only problem with this is that, after about fifteen minutes of a match you've already encountered all of the computer's vocabulary, so not only is the commentary repetitive, but it hardly gets the pulse racing.

Now I realise that I've had very little positive to say about

Trackout Manager 2, but I'm also experienced enough to know that quite often, fans of this game aren't so worried about aesthetics and presentation as they are the finer details. The game DOES have all of the features expected, and DOES do the job. All I can say in closing is that, apart from having a beautifully up to date team database, I've seen many other management games do a much better job. With Premier Manager Deluxe and the Euro version of Total Footballer, I'd be hard pushed to recommend this to you. Sorry. ■

Mark Broughton

Trackout Manager 2



Exile

■ Price: £7.99 ■ Publisher: Audiogenic ☎ 0181 424 2244

In the past, computer magazines have oft been accused of "spelling things" and "giving the game away" by printing hints, cheats and solutions to games. The general agreement suggests that a player with a solution book on his shelf won't spend as much time trying to work things out legitimately as he would if there wasn't the option to run screaming to the relevant page.

The counter-argument to this

is that there's nothing worse than getting stuck in a game you're really enjoying – especially when you know that you're only about half way through the game. If you've just spent twenty quid, well, you've only got ten pounds worth haven't you?

Now, having a solution is one thing, but what if the game is just too damn hard to play through? Simple – Passavoice. But then again, what if there isn't a pass-voice system? Easy, just release a



▲ Here's a hint: that dark cave you might not have gotten, but you need to be able to find it to win.



▲ Look out! You have killed your enemies but the fly is still in the cave. It's a hint.



▲ Confusion is a common trait. It seems that, even in Exile, you need to be given the hint.



disk with twelve saved games, each one at a different stage of the game, thus allowing the player to start from the position nearest their own personal problem. And that's exactly what Audiogenic have done for the excellent-but-often-sticky Exile.

If you don't remember Exile from its previous release (about a year ago) it's actually a remake of an older game, but sharing the same excellent playability. It's a straight forward pseudoscientific game, with lots of flying about hunting for specific objects and

lots of fighting weird aliens, and bad guys. It was, however, pretty sticky in places, so this saved game disk (both in A500 versions and A1200) is a welcome addition.

It's hard to mark this offering as it really depends on how stuck you are in the game (if you even have it) but I think it's an excellent idea and one to be encouraged at this low price. If you've got a copy of Exile and found it hard to get to grips with then this is for you. ■

Mark Broughton

82%

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Super Tennis Champs

Data Disks

■ Price: £7.99 ■ Publisher: Audiogenic © 0181 424 2244

Ones very, very disappointed not to see this superb little tennis game taping the charts since its launch before Christmas. It has appeared a few times in the top 30 but not enough in the opinion of a wealth of competition options, 18 players to choose from and a great fun



▲ Not here, the reviewer can't wait to take you to a bit of fun on one and about doubles. Scored 9/10

two player mode it certainly deserves more attention. According to Audiogenic's Peter Calver "sales were somewhat disappointing, but this has more to do with the failure of the Amiga than anything else. When the A1200 didn't life off shops were reluctant to stock games, especially at Christmas. Things are slightly better now, but people still call us asking when it's being released - and it's been in the shops for more than three months now!"

The original game is probably the coolest to like and learn tennis game the Amiga has ever had. The options included world tournaments, doubles tournaments and a very competitive two player mode. In fact, because 18 tennis players were available and a save game disk could be created you could set up a league with a room full of friends and keep competing week after week. But all sixteen players were men, and some thought this was a bit discriminatory.

So, if one of the reasons you haven't bought Super Tennis Champs is rampant feminism, this data disk will affirm your rights and enable you to partake in politically correct games of tennis with other Womies of the world. Similarly if mixed doubles is your cup of tea then the second data disk will fulfil all your fantasies.

The lads in the original were a mixed bag of national stereotypes: the Englishman looked like Jack Charlton, the Russian like, well, Michael Jackson did in the 1970s (fairly enough, not like Maratdonal) while the American looked like Americans in a flamboyant, sunglasses wearing American sort of way. And so the theme continues with Penny, the grim English woman, Helga the grim German and Heidi from Switzerland.

No cinematic or general game play changes are made by these data disks, but the addition of new players does give more variety



▲ That's it get go for it - mixed doubles too

and the mixed doubles will certainly give those with nagging ether halves (watch it - Use the opportunity to play on an equal footing, I still highly recommend this tennis game. ■



85%

Xtreme Racing

- Data disks

■ Price: £14.99 ■ Publisher: Acid/Guildhall © 01202 890 000

One's funny the way people review games isn't it? If you get one Amiga, stick a disk in it and play some games for an hour or so before passing judgement, you'll inevitably get a compromised view. As far as I can see this is what happened to Xtreme Racing. The amount of blithering praise and 2d2d pixel screenshots I saw in other magazines was amazing. In this day and age you'd think someone would have the sense to check a game on how this one machine, but

obviously this is beyond some reviewers' capacity, either in terms of equipment or intellect.

When we reviewed it we played it for about a month, in single, two and four player mode on everything from a standard A1200 to one with a 1230 50MHz accelerator, 18Mb RAM and a hard drive, and every combination in between. And our verdict was based on this. Because of the amount of disk swaps, it was rated out as far too frustrating on standard A1200s. With a hard drive though, even without acceleration, it was recommended with acceleration and extra RAM it was highly recommended. Finally, with a real modern cable, some of the above and a friend with a similar Amiga it is absolutely fabulous. And now a data disk pack is available.

These data disks not only give you more music tracks but also a track editor. It's relatively easy to use with practice and supplied with enough objects to populate



the easiest or hardest levels your imagination can come up with. The original game gave you 10 tracks to race on so if you even if you'd no doubt have all but exhausted these already. As such the extra tracks which are included are worthwhile in their own right, but the track editor will give this game major league variability. As can be seen from Leading Lap and the forthcoming Alien Breed 3D1, editors are becoming more popular, and for those who lack feeling, programming



▲ Racing round the track, the track editor allows you to play around with

and on skills but are full of stunning ideas they're a godsend. With a lot of practice you can make a great game like Xtreme Racing go on for a long time. AD



90%



▲ Track layout and obstacle course completely new and the program has many other options

Kick it

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- 1 Name the two teams in the recent Coca Cola Cup final?
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- 3 What number in the HMV charts (printed this issue) is Tracksuit Manager 2 currently at?

Alternative Software are giving away a portable 14" Goodmans colour TV (retail £129.99) for one lucky person. And if you don't win the TV there's always the chance you might get a Mitre™ football and a copy of their latest football management game: Tracksuit Manager 2. All you have to do is answer the three questions above, pop down your answers on a postcard or sealed envelope and send it to 'The Football Crazy, Football Mad' Compo, CU Ariga Magazine, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



Rules

1. No members of Alternative Software or EMAP Images may enter.
2. The closing date for entries is 31st May 1996.
3. The editor's decision is final and no correspondence will be entered into.
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V A M P

Vampyra wasn't always the girl she is now – she used to be Snow White, but she drifted. Now she's the queen of the RPGs. And boy aren't you glad she is.

Flight of the Amazon Queen

I have rescued the princess from her cell and I am in the room which has the matriqueline and the receptionist in it. I turned off the light switch, hid behind the matriqueline and saw the security guard tap in the security code on the wall. However, each time I try to use the code the receptionist tells me to leave the panel alone.

Real Hughes, No address supplied.

Here is the official guide to this section. I'll let you work out what you're meant to do the happy on the back and on the day. Before you go to the corridor and go to the fire exit. From the lab, climb the stairs to the prison and use the key to open the cell. Pick up the pencil from the desk when this bellied matriqueline on the left. When the guard goes, and leave behind the desk when the code into the panel on the left wall.

KGB

I can't get past the second chapter in this game. I've been sent to the floor with the secret room hidden behind the mirror but once I collect the key I'm stuck. I have no guidance when I need my controller

Adventure Helpline

at 7am. I have also been killed several times by Chapman when I've fallen asleep in my room. Finally, do I need the bug, because I can't get it out of the locked wire-house office?

Mr. Smith, Manchester.

Once you have the phone, head back to the wardrobe and then to your tape. This time take the recorder and the microphone and return to your head. Switch the recorder to "voice activated", remove the headphones and put them and yourself on the bed. When Chapman wakes you at 6:00, follow him to the bathroom and answer with the reply that contains the word "bail". At this point the recorder will start recording and allow you to send him to sleep.

Jinxter

I am stuck in the (classic) text adventure game – Jinxter. I can't seem to open the safe in the Post Office so matter what combination I use on the levers.

Simon Savels, Harps.

You are still dead. Don't you know that the world has moved on? It's bad enough that you are spending hours playing with a keyboard instead of spending your time and money attempting to win the love of a good woman, but to be still be playing text adventures is really so bad. I'll answer your question, but you really must promise me that in future you'll either spend your money on a nice girl like me, or at least buy some mind-control software. Turn the top right handle. Turn the bottom right handle. Turn the bottom left handle. Turn the top left handle. Turn the top right handle. Turn the bottom right handle. Turn the top left handle. Open the safe.

Simon the Sorcerer

It's the feather that's my problem; I can't find it. (It could find the feather than my girlfriend will love

me forever (she says) and I'd be the happiest man alive.

Steve, Liverpool.

What exactly do you intend doing with this feather that is going to make your girlfriend love you forever? I think we should be told, are you simply going to tell her "sorry or what"? Personally I prefer to be asked by the feet of mist for but then I'm no chicken. You'll find the feather lying on the ground next to the wire girl who sits in the middle of the road. I trust you realize that the cat will answer lots of your questions if you persist in asking him questions. Don't be put off if he doesn't tell you what you want to know immediately, like all good things it takes time to get to the best bits.

Knightmare

I am stuck in Quest 3 of Knightmare from Mindscape. What do I pay the boatman with? Also, where do I find whatever it is? I have been stuck in this part of the game for months now, so any help would be appreciated.

Andy Gibby, Bognor Regis.

You pay the boatman with money. What do you think you were going to use double six? What you seek is a coin. The solution to your problem is quite simple. You need the flamethrower. There is a large room in this quest containing several rotator pods. There are also lots of fireball launchers which are triggered by a pad. In this room there is a switch at the centre which opens up another area. Inside that area is a further switch, which when opened will reveal a door. This guy is a little bit tricky if you try to use the wrong weapons. However, if you give him the flamethrower, he will give you the coin you are seeking.

Beneath a Steel Sky

I'm stuck in the Security Building. I used the interface and got the ball,

magnifying glass, birthday present, bust and the back, but when I use my ID card in the scanner it's nothing happens.

Hobby Evans Belgium.

Use your card with the Line terminal and choose Security Services. Select Option 2 of Special Operations and then return to the Security Services menu. Now choose View Documents. Examine all three and then exit. Use the card on the lift door and go through. The world is now your oyster.

Zak McKracken

I have got the piece of crystal which lets me control the bird to fly over the cliff painting, but where do I go from there?

Gavin Kerswell, Bristol.

Use the bird to fly to the huge overhang and fly to the left one where you can pick up a scroll. Now fly to the valley. When you get caught by the alien, retrieve your gun and return to this location. Use the star crystal on the bird and give the scroll to Zak.

After being thrown in the slingshot machine, fly to London. With Zak and Annie at Stonehenge, use the flagpole with the other ones. Give the scroll to Annie. Travel to London and read the scroll. There that's up for another month.

If you've got a little problem with your Incredible Being Playing Game and would like Wren to help you out, drop her a line at CD Amiga Magazine, Privacy Court 30-32 Parnington Lane, London SE18 3AL.



WHAT WREN LACKS IN INTELLIGENCE THEY MAKE UP FOR IN STUPIDITY.

Snip tips



Worms

Games

Shrews and Henry Durant of Norfolk have been keyboard-bashing and have found some 'really great' levels for this superb game. (Please NOTE: The full stop at the end of some of these turn-tens is essential).

MADE

105104453
10000953
30000007

FOREST

004040503
11041103
070304213

ARCTIC

00000000
000000000

ALLEN

00000000
00000000

By changing the digit after the five zeros (on the codes starting 100000... and 000000...) with different numbers you can get many levels. The Durants have also found a second set of player controls. They are: UP=B, DOWN=S, LEFT=Z, RIGHT=C, JUMP=Del.

Many thanks to all the readers who've sent in all these lovely cheats - it's much appreciated! I apologise to the readers who've not yet received their free Hit Squad game, but fear not, things are being sorted as we speak. Keep 'em coming!

RTD = Space. To toggle between visible names, use the "V" key. And finally (and in case you didn't catch them first time round) the hidden Pistol move is away, away, towards, towards. And (in case anyone might have missed it) the special weapon chest involves typing in T00N, WORMM0E over the title screen.

And, while we're at it, let's have a few more level codes from James Cagney...

REBELION

000 0000

ARTEA 1200

A 819 PAPP

001041007

TEENIEBEE

C.0000000

1271127100

1230040504

C T 00000

Zeewolf

Binary Asylum

More codes arriving for this super flight sim, this time thanks to David Rutherford of Newcastle.

Mode 1 0000000000000000
Mode 2 0000000000000000

Mode 3 0000000000000000
Mode 4 0000000000000000
Mode 5 0000000000000000
Mode 6 0000000000000000
Mode 7 0000000000000000
Mode 8 0000000000000000
Mode 9 0000000000000000
Mode 10 0000000000000000
Mode 11 0000000000000000
Mode 12 0000000000000000
Mode 13 0000000000000000
Mode 14 0000000000000000
Mode 15 0000000000000000
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Mode 90 0000000000000000
Mode 91 0000000000000000
Mode 92 0000000000000000
Mode 93 0000000000000000
Mode 94 0000000000000000
Mode 95 0000000000000000
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Mode 97 0000000000000000
Mode 98 0000000000000000
Mode 99 0000000000000000
Mode 100 0000000000000000

Civilization

MicroProse

WE HAVE AN EXCLUSIVE! Tip, according to Kevin Coates of Somerset, we're the first people to see this cheat he's just found, so wrap your thighs round this and squeak.

When you build your first colony, rename it as CHARLOTTE. You will then see a message stating 'Cheer Mode Active' and find at least 50,000 attractive gold coins in the bank.

Also, as a bonus the entire world map is available to view. Not bad, eh? Cheers, Kevin A, game of your choice from Hit Squad should let winging its way to you.

Dogfight

MicroProse

Targe Kalken from Norway has a few tips to share with us for the old MicroProse air combat offering. Basically, to win a fight make sure the enemy doesn't have any missiles and then stay high, cutting your engines. Use air brakes, and when the plane stalls, push the stick back, turn the air brakes off, and give it full throttle while keeping the stick pushed back. The plane should then slowly get its nose up but keep dropping like a rock. Fortunately you won't die when you hit the ground - unlike the enemy plane that follows you. Ah-ha! Very nasty indeed.

Frontier Elite 2

Gamesoft

Now here's an old cheat of Snip. Tips that we've not seen for a long time - ya old Frontier. Well thanks to Andrew Gravener of Somerset, here's a nice little tip to freshen this month's page with.

Start off in the floor 104 system and buy as much hydrogen fuel as you can. Now jump to Comets 1-2-3 and go to Williams Reef which orbits Donaldson. Once there, sell EVERYTHING that can be removed from your ship. Log on to the bulletin board and find Richards Exchange. If it isn't there, simply speed up time until it does appear.

Once at the Exchange, look for precious metals and gemstones. You'll notice that they have minimal numbers, indicating that you get paid for taking them away. When your ship is full of these, go to the shipyard and buy the cheapest ship you can find (not an Interplanetary Shuttle or Lifter - preferably another Dogel and then sell everything from your ship - engines, etc.) Go back to Richards Exchange and fill up your hull once more (again, using the speed-up trick if it doesn't appear or if they're out of stock) and then buy another ship. Repeat this until you have enough money to buy a Panther Clipper, then fill your hull one last time, but this time get to Sal to sell your precious metals. Then buy a 300MW mining laser and fly to Mars. Find one of its moons and keep on firing at it. This will improve your Elite rating and reward you with command of the entire universe. Or something. ■

Matt Brighton

Keep these very nice coming in, and don't forget there's a Hit Squad game for every lucky contestant who gets their tip printed.



Odyssey Tips

Here's some top tips to the game whose hero changes his identity more times than Michael Jackson.

Island Equus

To the left of the first cave there is a cave with a diamond key in it. Pick this up and use it to open a door in cave one. Fall down the hole. At the bottom of the hole there are two floor switches, two wall switches and a door. Behind the door there is another wall switch which opens the trap door.

Hit the left floor switch, which will release an arrow. Hit this arrow to the left so it hits the wall switch (the door above will open). Quickly hit the right switch which also releases an arrow and hit it to the right so that it hits the wall switch on the right (the switch will hit an arrow through the open doorway, hitting the switch.)

When you have completed the floor cave and you get to the next light bulb go left until you come to an anchor. Kill him with your sword and go down and left. Look to the right of the screen and you will see a wall with some weak rocks in the middle. If you look to the left you will see some platforms going up in a diagonal fashion to the left.

Go to the top of the platform and here into a rock, roll to left under tunnel. Start rolling to the right hitting each platform (each forward and up) as you descend. When you get to the end of the

platform you will hit the wall and crash into one square rock (you have to get the speed just right).

In the second cave there is a room below the red key. In here there is a switch on the floor, a switch on the wall and a trap door. Hit the switch which releases an arrow at you. Hit the arrow back in the direction that it came from and it will hit the switch on the wall opening the trap door.

Island Empeira

Go into the first cave, go right until you come to the three floor switches, go across and hit the switch, the door will open below, go back over the switches and walk over to the open door, hit the switch so you open the door above then go round again (view the door above).

Island Gyps

On this island are the green men to open doors. The last puzzle in



▲ The first island cave again on a greenhopper (left)

the cave on this island is hard but it possible to solve. Here's how. There is a wall switch and a floor switch. Just keep hitting the floor switch and the wall switch and you should be able to open the trap door. You'll need 28 pieces of gold to collect the bird crystal. If you can't find them, all, don't give up—they are there somewhere.

Island Leo

In the first cave go left, then down and right to where there are four tunnels. Go down the bottom one and smash the rock. Then go back and through the top tunnel, smash the rock again and turn into the green hopper. Go right up to the edge and jump. When you're above the platform turn into the hero, fall down and turn into the greenhopper again.

Hint: In this level you will have to use the greenhopper a lot and try different length jumps — so get practicing.

Island Vargula

In the second cave there is a section with two trap doors, one above the other, to the left of the top trap door. There is a switch which fires an arrow from the right towards you. To the right there is a switch that opens this top trap door, above this switch there is a rock. Get the rock and push it to the left and leave it on the trap door. Push the switch and the rock will fall onto the bottom trap door. (Now the hard bit) go over to the wall switch to the left



and hit it, walk right next to the wall, hit the concerning arrow and move forwards onto the trap door. The arrow will hit the switch dropping you into the bottom trap door with the rock. Leave the rock where it is and go left and over to the wall switch. Hit the switch which opens the trap door and closes the door. The rock will fall down onto the switches below and when you hit the switch again the door will open and the trap will open. To get the needle key at the end you will have to travel through a little maze as the spider. That's our bit. Hope these tips were of help. We'll leave you with some general hints. ■



▲ The island of Empeira. Look for the cave to go to the right, on the right hand screen.

General hints

- Get as many lives as you can.
- When you're low on energy walk for a bit so it recharges.
- Save after every completed island, don't try to save until you have completed the island.
- If you are not very good at hitting arrows practice at the beginning of the castle level with the two anchors.

Get Serious

The Amiga Surfer goes under the knife and LightWave 4 is dissected in this month's autopsy of technical body parts.

Horgan's Organ



It's good to see that there are still some good marketing decisions

being made at Amiga Technologies. Removing their "multimedia" Misters for a moment they have realized that the Internet is a major growth area not just for business but for the home user too, and have responded with the Amiga Surfer pack, an all inclusive plug-in on-go Internet solution that doesn't break the bank. It's not perfect by any means but it should

move the Amiga one step closer to the heart of 'the man in the street'.

However, whether the staff at Excess stores are to be believed on this new bundle is very doubtful if the current state of Excess retail is anything to go on.

That aside, we've got a very varied bag of goodies on display for you in our reviews section. For the efficient or professional 3D artists among you there's the amazing Lightwave 4.0 reviewed by John Allardice (the man responsible for our stunning Team 17 CD game intro), a new multimedia authoring system in the form of Image Vision, an Ethernet networking system, a new Amiga-converted graphics tablet, a top hard disk backup system and all the latest releases from the land of CD-ROM and public domains.

And don't forget the free book - like it somewhere safe. One day it might just save your life!

Tony Horgan
Technical Editor



LightWave 4.0



Excess Surfer 3.0
Internet browser/gate

Amiga Surfer

62

AT's new Amiga Internet bundle is here! Mat Bettleson gives it a thorough workout.

Ethernet on Amiga

66

Ethernet is king when it comes to networking solutions. John Kennedy tests two systems for viability.

Lightwave 4.0

70

After lengthy delays, the Amiga's best 3D graphics system reaches version 4.0. John Allardice checks it out.

Power Tab

72

A graphics tablet is the most natural way of drawing on a computer. Helen Dwyer doodles with the Power Tab.

Diavolo Backup

74

Corrupt hard drives are no fun. With Diavolo Backup there's no need to worry, as Mat Bettleson discovers.

Image Vision

76

Multimedia authoring takes another step forward with Image Vision, as says John Kennedy.

CD-ROM round up

79

More from the land of the shiny silver disc. This month's include fonts, an editor and a CD full of T-shirt games.

PD Scene

83

Swinging back to a more games orientated month, PD Scene is here with plenty of fun ideas for the cheapocheats.

PD Utilities

86

The best and most recent uploads on the Amistat are served, with availability for non-modems users too!

Art Gallery

90

Check out the latest masterpieces from CU Amiga readers as compiled by Lisa Collins.



Grab your shorts, sunnies and few tinnies and get ready to ride the internet waves. The Amiga Surfer pack is here promising quick and easy access to the internet. Our resident net expert has picked it apart bit by bit to see what you net hungry dudes will be getting. All your dreams come true or just the beginning? Find out ...

Amiga Surfer

■ Under £600 hardware and software bundle / £90 for software only

■ Developer: Various ■ Supplier: Amiga Dealers see ads in the magazine

While stand-up Amiga users have been connected up to the Internet for some time, a large number have been put off by the more complexities involved in setting up a computer for 'net access. Now, at last, there's an Internet solution for you! Amiga that cuts through most of those hassles: the official Amiga Surfer pack. Based around the Amiga Magic pack, the Amiga Surfer adds a 14400 baud modem and Internet software, including a

World Wide Web browser, to a package made up of an A1200 (2Mb RAM) and productivity software in the form of Personal Paint, Wordworth, Turbo Calc, Wordworth Print Manager, Database and Organiser, Photogenix SE and the two games from the Magic pack are not present. The Internet software will be available separately for existing Amiga owners. This review will concentrate on the Internet-specific hardware and software in the Surfer bundle.

Highly complex

On any machine, a working Internet system is highly complex. Before any of the E-mail or Web browsing software can do any thing useful, there needs to be an interpreter part which handles communication between the Internet and any software that is used to access it. This part is known as a TCP/IP stack. TCP/IP is the protocol of the Internet. Almost all Amiga users currently connected to the 'net use NSD's AmiTCP to perform this function.

Connectware developed their own TCP/IP stack some time ago

with the uninspired name of A5225. This has since been updated and reworked by Interworks and renamed Inet225. Inet225 forms the basis of the Amiga Surfer 'net software. However, the version of Inet225 in the pack is relicensed. Even though AT own Inet225, they are asking an additional fee of around £25 for users to upgrade to the full version. This is puzzling in light of the high cost of the software-only pack.

No Demon

The version of Inet225 in the Surfer pack has been relicensed so that it cannot run a server. A server could be an FTP daemon that controls your own FTP site from which other 'net users could download files, or it could be a World Wide Web daemon to run your own WWW pages. Those aren't major restrictions since few people opt to do so.

The only major side effect of this is that it will not work with a perluske server which collects E-mail via a special protocol called 'SMTP'. This means that the Surfer pack will not work with Internet

providers who only provide 'SMTP delivered E-mail. This includes Demian Internet Services. The Amiga Surfer software will not work with Europe's largest Internet service provider and the most service among Amiga users in the UK, 'On-line.

Inet225 needs to talk to your modem to get on to the Internet. There are two protocols in this area: SLIP and PPP. Most providers support the latter and fortunately the Surfer pack comes with both. The only drawback here is that the driver doesn't support the 'SCF' result of the serial device. The result is that CPU usage is very high whenever any data is being sent or received. Fortunately it can be replaced with a better driver available from the public domain.

Now that you have a basic line of communication between the slip connection down the modem line and your Amiga, it's time to set up your client software - these are the only parts of the software you will use and are when surfing the 'net. The clients provided cover the vital areas of WWW, E-mail, News, FTP and IRC.

Pack Contents

Hardware:

- Amiga A1200 (2Mb Chip RAM) 270000 Hard drive
- 144000 baud modem

Software:

- Internet software including a World Wide Web browser
- Personal Paint 4.5
- Wordworth 4.5B
- Turbo Calc 3.5
- Wordworth Print Manager
- Database 1.1
- Organiser 1.1

Web browser

For many, the most attractive aspect of the Internet is the World Wide Web. With its colorful, animated windows, pretty pictures and footlong links to millions of diverse sites around the globe, the web is responsible for dragging someone and the Internet into the public eye. The Surfer pack comes with its own web browser called MindWalker, formerly known as MyPage.

Why MindWalker?

Genre-fame equipped Amiga gamers from way back in the A500 days might remember a Commodore game called MindWalker, in which you play a word-type character who wanders around a surreal landscape and juggling ball game with bells 'n' lightning. When AT bought Commodore they also got the rights to this game. Although the game was well over the hill, they decided the name was cool. So their heavily developed web browsing software is ironically named as MyPage, now renamed MindWalker.

Oliver Wagner, the super-programmer who created MindWalker just three months, still secretly refers to the browser as "V" in private and among beta testers.

MindWalker is a good looking web browser with a stability that

contrasts nicely against AMosaic, the Amiga's first web browser which is known for its tendency to crash at the wrong moment. Like AMosaic, MindWalker requires Magic User Interface to be running. MJUI is a kind of Workbench-spoofing system enhancement and development tool. The advantage is that MindWalker has a nice interface, but the downside is that MJUI slows things down and consumes more RAM. A version of MJUI is included in the pack.

The usual features are built in such as a comprehensive Address Book facility and support for proxy caches to speed things up. Most all providers offer proxy caches so it's worth asking before you sign up. MindWalker also implements multiple sockets which means that it will open several connections to the remote WWW server in parallel, which greatly speeds things up compared to a single looking browser. Other than these features, MindWalker is a fairly basic but solid browser that fits well in the pack.

However, when compared to the latest versions of the Browser demo and the about to be released AWeb browser (a demo of which was featured on last month's cover CD) it's clear that there's a lot of room for improvement. Fortunately users of the Surfer pack are entitled to



▲ Amiga's MindWalker is well-placed to take the Amiga CD and WWW HTTP sites cheerfully. The green lights at the bottom right test and change color as each MindWalker window updates several parallel connections to the WWW server.

updates of MindWalker as it's still very much under development and improving all the time. These updates should add better behaviour when it comes to text formatting and so on.

Stop Press

Just before going to press, Oliver Wagner revealed that MindWalker is indeed due for a release outside of the Surfer pack. He added that a public demo of the package will be available in the future though he couldn't elaborate on a

release date. The full MindWalker will be an extended version of the program featured in the Surfer Pack and will feature full HTML-3 support as well as tables and frames. Oliver even hinted that Java support might be on the cards in the future. Java is the language of computer game fun and looks set to become the de facto standard Internet language making the dream of running applications which only exist on remote servers a reality, so don't rush out and buy a bigger hard drive just yet.

Internet relay chat

One of the most immediate forms of Internet communication is real-time text-based conferencing, known as Internet Relay Chat (IRC). It works like a party line phone system, in which hundreds of users can exchange text comments to one another in real-time. The Surfer pack comes with software specifically designed for this called AmIRC, also written by Oliver Wagner.

AmIRC is the name of the extremely busy channel where many Amiga enthusiasts hang out. It's like minded people the world over IRC clients can't that common in Internet software sites for other platforms, so it's interesting to see one in the Surfer Pack since the IRC is a valuable resource for Amiga owners. This contacts people, makes friends and allows information exchange in whispers and further. See the

Net Wedding feature the February 98 issue of CU Amiga Magazine for more on that.

Highly polished

AmIRC is possibly one of the most polished Internet clients ever seen on any platform let alone the Amiga. Oliver has also created an alternative IRC-like network called Arcnet which is compatible with AmIRC. Amiga Technologies themselves prefer Arcnet since they can run a server on their own Amiga 'test box' and it doesn't use too much of their valuable bandwidth. You can often find members of AT staff on Arcnet in the #AMSN channel.

AmIRC has already proven itself to be the best IRC client around. While going to press, AmIRC 1.8 was released onto the Amiga as a shareware product. The list of numbers in the server



▲ The Amiga AmIRC channel. It's a really decent-looking one for its time made by AT. A handy feature of the IRC chat channel will be back.

'phone book' could do with the additions of 'test drive' and 'start doc is as us' for the UK market. Otherwise it's simply a case of running the program when linked up and typing /join

#Amiga to enter the #Amiga IRC channel. More powerful features hide inside the comprehensive configuration options but these will only be of interest diehard IRC fans (such as yours truly).



▲ The Ariadne Ethernet card is available in two versions: a standard 16-bit parallel port version or a 32-bit version.



▲ Standard 16-bit Ethernet card is available in two versions.

Ethernet on the

High-performance networking hardware on the Amiga might not be as scarce as you would think. We check out two options

The Ariadne

■ **Price:** £189
 ■ **Developer:** Village Translators
 ■ **Supplier:** BitnetSoft
 ■ **Tel:** 01908 281485

The Ariadne is a simple, plug-and-play Ethernet interface which works well. As a test, I copied a large file to a PC running

Windows95, and the transfer rate was a very respectable 444 Kbytes/sec. It is a very useful card and although priced higher than its PC equivalents, it is still strongly recommended.

The Ariadne hardware is a single 32-bit card which can be placed into any free socket on an A2000, A3000 or A4000. There

were no problems using it with an third-party 32-bit expansion system, so lucky A1200 owners should be able to fit it. It comes with the same status as the Picasso video card and the only distinguishing feature is a bank of four red LEDs (light emitting diodes) which flash when data is sent or received and so may be useful in tracking down errors in your set-up.

The business end of the card features three connectors: a standard printer style 25-way female connector, a BNC-coaxial style plug and an RJ11 socket. These last two are for connection to the Ethernet leads and the printer-style socket looks like a printer socket because that is exactly what it is.

The supplied disk of software contains several main elements: the network drivers, some networking software tools, the Envy network software for i386 and software to drive the parallel ports.

The network drivers are totally SNAAP, i.e. compliant, which means they can be used with any existing Amiga networking software, including the excellent (although Amiga-only) Envy system.

The network tools will keep an eye on the number of packets of data passing by, and the parallel port software creates two new printer ports which you can use from any program which allows you to select the printer port by name. This includes parallel port networking software. The second



▲ With Envy's networking software, you can use an Amiga (Windows version) as a host or as a client (Windows version) on a local or wide area network.

printer port is available on the card as a bank of pins, and these can be brought out to the rear if you really need those printer ports on one Amiga.

That's really all there is to the card. Recommended. **■**
John Kennedy

The A1200 Ethernet Problem

Trying to find a way to provide an A1200 with Ethernet is extremely hard without resorting to an expensive solution involving a 32-bit slot expansion system. Although the PCMCIA slot on the Amiga is a recognised standard, no-one seems to have developed the necessary software to drive the PCMCIA Ethernet cards which are available for notebook PCs.

The AmLink networking system reviewed in the January 1996 issue made use of the floppy disk drive socket and presents a standard SNAAP, i.e. interface. Similarly, Envy is a SNAAP, i.e. compatible networking solution which makes use of the parallel (printer) ports. Parallel ports aren't particularly fast but they are a cheap way of doing things and a lot better than nothing. Some PD software on Amigalet also aims to provide a SNAAP, i.e. system using parallel ports so it's worth a search for a program called 'snagPUP'.

All these systems could therefore run Envy, or alternatively run AmTCP and connect to another Amiga. This Amiga in turn could have an Ethernet card and act as a gateway into a LAN of PCs, Apples and even a link to the Internet. Sounds complicated? Too right!

The Ariadne

system requirements	
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What is Ethernet?

Ethernet is a communication standard which has been around for many years. It's used to create "LANs" or Local Area Networks from a pair of PC or Apple machines in an office. A LAN allows the machines to share printers, files and most electronic mail messages to one another. There are two cutting standards, 10Base-2 and 10Base-5. The most commonly used in small set-ups is 10Base-2, which uses two-pair co-axial cable. Machines are all linked to each other in a line and special "terminator" packs are attached to the each end of the cable. Each card has a unique hardware address and each machine has its own unique identity as well. Data is sent in packets and each packet contains the ID of the receiver. Therefore only the data which is meant for the particular machine is interpreted. Ethernet is said to be faster than TokenRing, which is faster than modems but isn't the fastest networking technology available.

Amiga

The GoldenGate 2

Price: £129.95/£169 including
£60000 Ethernet card)
Developer: Software
Results: Enterprise
Supplier: Synkah Group
Ref: 01642 712186

A gateway to cheap hardware? Not the premise of the GoldenGate 2 card. It works by adding the Amiga and PC expansion slots present in the "big box" Amiga. Originally these slots were in the "Bridge Boards" which had a complete PC computer on a card so the GoldenGate has only the extras necessary for the Amiga to send signals to the

hardware attached.

Typically you can use the PC slots present to plug in standard PC IO cards, modems, and of course, Ethernet cards. In my system I have been using the GGG to drive a IO card providing an extra serial port for an external modem and parallel ports and a network card. The hardware you can use depends on the drivers supplied, and currently support is included for serial and parallel ports, IDE hard drive interfaces and support for NE1000 (8-bit) and NE2000 (16-bit) Ethernet cards. As PC Ethernet cards are cheap, the GGG represents a very real way of connecting your Amiga to a LAN.



▲ With 100% of things on parallel lines it helps Ethernet coming in the Network being fed via (Source from the PC slot into the hardware slot)

Many Ethernet cards were blind to some are NE2000 compatible, or true NE2000 clones. Be careful! Many cards no longer have jumpers on them to set the IRQ and Memory address. Instead they rely on utility software to make changes, and store them in special memory: this presents problems for Amiga owners. PCTask claims to support any hardware on the GoldenGate 2, but programming an Ethernet card may be beyond it. Experiments with Network Lite and PCTask 3.1 proved unsuccessful.

The GGG has no support for the PC's DMA system. This rules out any hardware using DMA, and this includes Soundcards. Ravecards of a driver for PC video cards have also been circulating but at this stage they seem unlikely ever to appear. The serial port driver is excellent and will drive both internal and external modems. I have been using it with the superb USRobotics Courier and have achieved excellent data rates.

However, the ability to use a PC Ethernet card could be the deciding factor in choosing to buy a GGG. My system has been working happily for many months, and using the same time file as with the Amiga, the GGG and NE2000 card

had a data rate of 337 Kbytes/sec.

The GoldenGate 2 is a useful item of hardware at the right price and if you have some slots spare in your Amiga, you should consider it. The only snag is that older A2000s may not be compatible and all systems must have a processor with a MMU included. You'll need to make sure you have slots free. If you already have a few Amiga cards you may need to splash out on a Tower system. ■

John Kennedy

The GoldenGate 2

System Requirements	
PC: 386-486 processor with 1MB	
Cost of use	15%
The fastest card is working the card (this was tested in a system) by using the software (this was tested in a system) by using the software (this was tested in a system)	
Performance	100%
The fastest card is working the card (this was tested in a system) by using the software (this was tested in a system) by using the software (this was tested in a system)	
Value for money	88%
The fastest card is working the card (this was tested in a system) by using the software (this was tested in a system) by using the software (this was tested in a system)	
Verdict	Counts like a 10 of a bridge for counts, very well valued.

SANA II and AmiTCP

By default, the Amiga can't network. There is (currently) nothing in the operating system to support it. It needs help and one solution was the creation of the SANA II networking standard. SANA II is in the middle ground between software and hardware. If the networking hardware comes with SANA II drivers and the networking software can support SANA II, then operation is transparent.

Both the above networking solutions are excellent examples. Both come with SANA II drivers and will therefore work with any software which is SANA II friendly. If all the machines you are connecting are Amigas, then you may as well use the excellent Envoy networking software. Envoy runs on anything which supports SANA II and is a

first class piece of work and provides everything from directory security to shared printers. Release two of Envoy is available from Bittware.

Although networking two Amigas via Ethernet is useful, why stop there? Ethernet is a cross-platform standard so once your Amiga can understand it, all sorts of things are possible. To start with though, you'll need to speak using a standard protocol. The Aradine comes with a driver for a Novell Network client, but getting the client software itself is difficult as the producers, Qnx, don't seem to be with an argument. A more useful solution is TCP/IP: the networking software often used for Internet connections. AmiTCP is the main Amiga implementation (others are available). It fully supports

SANA II and so it is only a matter of configuring some software settings to make use of the Ethernet hardware.

With the combination of TCP/IP and Ethernet, your Amiga can slot into an existing network very well. For example, you can connect it directly to a PC running an operating system such as Windows95 or Linux. You can then use Telnet, FTP and other networking tools to send and receive files. A freely-distributable package called Samba will even make it possible to make PC hard drives appear on the Amiga Workbench and vice versa. One of the most impressive things I've achieved is using a Windows95 system on the Amiga to display a game of Doom running on a Linux box. Only TCP/IP makes this possible ...

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1. **What is the purpose of the study?**
 2. **What are the research objectives?**
 3. **What is the research design?**
 4. **What are the variables?**
 5. **What is the sample size?**
 6. **What are the data sources?**
 7. **What are the data collection methods?**
 8. **What are the data analysis methods?**
 9. **What are the results?**
 10. **What are the conclusions?**
 11. **What are the limitations?**
 12. **What are the recommendations?**

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HARDWARE PROJECT III

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Available on
CD-ROM
only this update
of the excellent
graphics
package,
LightWave,
points the
way forward
for Amiga
applications.
How much
power can you
pack in one
punch? Find out.



LightWave 4.0

■ Price: £695 (new user) £150 (upgrade) ■ Developer: Newtek
■ Supplier: Premier Vision ☎ 0181 988 8888



LightWave 4.0 is one of the new breed of Amiga power applications that is available only on CD-ROM. Anyone still not convinced that CD-ROM is the way forward only has to take a look at this. Along with the main LightWave program you get over 80Mb of surfaces, objects, scenes and images - everything from a prehistoric cave complete with flickering campfire, to the classic Tyrell Corporation building from Blade Runner. As you can imagine, installing the system from a single CD is a lot less bother than juggling a stack of 800K floppy disks!

Plug-in extras

When you fire up LightWave 4.0 for the first time you could be forgiven for thinking you'd started your old version by mistake. On closer inspection however, the subtle but very important differences start to become apparent.

You'll start to notice small buttons in the various menu referencing "plug-ins". These hint at the total overhaul the program has gone through. Both LightWave and Modeler (LightWave's own object building tool) have been reconstructed from the ground up with what's known as an "open architecture". This means that any third party

developers that can think up cool new features can program their own plug-ins as separate modules that can be seamlessly integrated with the main program.

Therefore we should be able to look forward to things like real world physics, collision detection and particle systems becoming an integral part of the LightWave interface, rather than separate,

stand alone programs. This approach has the combined advantages of making future development easier for the LightWave guys and takes some of the pressure off them by allowing others to continually expand the program's options and features.

The first application of this new architecture becomes apparent when you go to save an image and you're presented with a huge amount of image formats. For the real tech-heads out there, Newtek have also supplied all the

Welcome to LightWave 3D

It's a gratifying thought that in these days of the seemingly unstoppable march of PC supremacy, almost every single major network TV set-up show in the United States uses an Amiga-based system as its primary graphics tool. As most of us are now aware, Babylon 5, X-Files, Space - Above & Beyond, SeaQuest DSV and the forthcoming Papper seats all rely almost exclusively on the modelling and rendering ability of LightWave 3D.

LightWave first came to the attention of the mass UK Amiga scene two years ago when the pilot movie of Babylon 5 won an Emmy award for "Outstanding Technical

Achievement" for managing to handle the graphics for a two-hour big budget pilot with just eight Amiga 3000s.

The rest of the world got in on the act soon after when LightWave was released from its dependence on the NTSC-based VideoToaster by a little third party routine called LightWave. Now, the manuals - thanks to the Toaster very quickly retitled with LightWave 3.5. Almost overnight, LightWave became an obligatory piece of software for all serious Amiga 3D artists. Now, little over a year later, Newtek has released LightWave 4.0.

developer documents necessary to you to be able to write your own plug-ins.

User friendly

Don't let all this techno-babble deceive you into thinking that you need a degree in software engineering to be able to use the program. LightWave still has one of the most accessible and user-friendly interfaces around. From its inception it has always been designed for ease of use. The menus are simple and concise and construction of your first animation can be accomplished within an hour, even if you've never animated anything before. In fact, its surface simplicity could almost lead you to think that it lacks any real depth or ability, but look at your average episode of Babylon 5 and remember: you are using exactly the same piece of software that accomplished that. All the tools are there, and you won't have to dig too deep to find them.

The program itself is split into two separate parts: Modeler and Layout. Modeler is where you construct all of your "hand-made" objects. This is the area where the first-time animator might find himself a little lost. The array of tools at your disposal seems almost bewildering at first, but the text and responsive surface makes experimentation easy. Modeler seems to have undergone very little change from version 3.0, although there isn't all that much further you could effectively take it. The addition of "curve modelling" (a kind of Bezier-drawing approach to object design) would have been nice—maybe we'll see that in the next version. The solid-moving key still has intuitive wiring in editing except the default

display resolution, but the addition of a much faster "frontface" view helps considerably with tracking down those annoying flipped polygons.

Layout improvements

The Layout section is where your models are given surfaces and textures, animated and rendered. It's this section that has been given the most thorough overhaul. The Scene menu now has a handy little feature that can show or hide all bones, lights or objects instantly, and if you're working on a complex scene that can be a boon in steering us the interface.

The Objects panel has its intriguing new addition of Displacement Map Plug-ins and Object Replacement Plug-ins (bones and it will be interesting to see what the third-party developers come up with to fill these). There are also new Unseen Beams and Unaffected By Fog options, which will be of most use to those power users who are dealing with image compositing and mapping live video into their scenes.

Texture previews

The Surfaces panel now has a preview option which allows you to render any texture onto a sphere before assigning it to an object (as seen in Imagine 4 and Texture Studio). This saves a huge amount of time as you don't need to render the whole object in scene to see the results of your texture settings. Newtek have also upped the number of procedural textures with the addition of the disgusting "velvet" and the wonder-



fully flexible "crumple", which can give one of the most realistic-looking rock textures I've seen outside Maya-Pro. Another addition to the surfacing functions is the new Glow feature, which is likely to become as essential as lens-flares were. This enables you to give an angelic halo effect to any surface group, which will be particularly useful for enhancing plasma and rocket flames.

While we're on the subject of fun and flashy effects, the lens-flares have been given an upgrade too. Hidden in a sub-menu of the Lights panel, the flares can now be fully customized. You now have the ability to tweak the density and streakiness of the surrounding halos, adjust the level of chromatic aberration and their importance, rotate the little beggers. This means that they can now look far more like an integral part of the scene rather than a post-production process effect for key animation (we've been guilty of this in the past, myself included).

Kinematics

Finally we see the introduction of "inverse kinematics". This is a complex sounding name for what Imagine users know as "bones", a system that allows you to connect a number of objects and animate them in a realistic manner. For instance, if you were trying to animate a guy reaching out and putting a lever, without inverse kinematics you would have to animate his shoulder, then upper arm, then forearm, then hand, and so on, all separately. With IK applied to the

joints, all you have to do is grab his hand and pull it and all the connecting sections will follow along automatically, bending to limits set by yourself. This powerful new feature doesn't take that long to get to grips with, and surprisingly, doesn't appear to slow down the interface that much.

Conclusion

LightWave 4.0 is an upgrade aimed squarely at the more experienced animator. Most of the features seem to be aimed at putting LightWave up against the high end competition like Alias, Wavefront and Softimage. I got the feeling that an essentially Amiga-developed software package will be giving the big boys some considerable worry in the future.

LightWave 4.0 is still king of the Amiga rendering scene by a long shot. Let's hope we see the same level of development commitment continue over the next year. ■

John Allardice



LightWave 4.0

System requirements:
Minimum: 680-MHz 32-bit CPU, 16-MB RAM, Recommended: 200-MHz, 32MB graphics

Score of 93%
Our critics rate quality of various capabilities and ease of use. Graphics performance is 94%, rendering of images 92%, overall ease of use is 93%.
Support for postscript for this is a welcomed feature and can assist a customer budget if it's not in the core.

93%
The apex of Amiga 3D graphics and animation.

Power Tablet

■ Price: £199.95 ■ Developer: Power Computing
 ■ Supplier: Power Computing ☎ 01234 352207

Frustrated by dodgy mice? The Power Tablet offers a neat alternative.

Despise the mouse, achieving world domination at home and in the office, when it comes to freehand drawing it's just not the same as using a pen or a brush. Apart from the problems of sticky rollers and slippery mouse mats, mice were really designed for pushing windows and icons around the screen, not for creating 30th century equivalents of the Mona Lisa. With this in mind, Power Computing have taken a graphics tablet that was made for the PC CAD market and written some Amiga driver software for it.

Mouse emulation

In its default operational mode, the Power Tab is used to move the mouse around the screen. This can be rather disorientating at first, because your instinct tells you to make a number of strokes with the pen across the tablet to move from one side of the screen to the other. However, the position of the pen on the tablet is mapped directly to the pointer's on-screen position. So for example, if you moved the pen away from the tablet, then introduced it at the top left corner, the pointer would jump straight to that corner of the screen. The pen doesn't have to

be touching the tablet for it to register. In fact you only need to touch the tablet when you want to draw or click on an item. The communication between the pen and the tablet is very precise, so even the lightest of touches will register.

There's an alternative to the pen in the form of a 'puck'. This is like a three-button mouse with a crosshair mounted on transparent plastic. This is particularly useful for tracing images or precise transfer of any printed image.

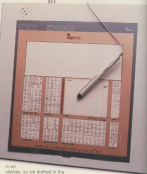
Templates

One of the more advanced features of the Power Tab is its support for templates. By overlaying a pre-defined template on the tablet, certain areas of the tablet can be used to select specific functions of your software, so instead of controlling the menus and buttons with the pen in mouse emulation mode, these are buttons set up in the template which you can click on directly. The tablet is large enough (18cm x 41cm) squared to accommodate quite a few function buttons on a template.

Power Computing have written their own software which allows you to design templates for any program, and this comes with template files for Personal Paint, Deluxe Paint 4 AGA and DPaint II. Your templates are printed from the Power Template program onto A4 paper in a number of pieces to build up the final template. Hard copy of the DPaint and PPaint templates are also supplied.

Artist's impression

The CU Amiga Magazine editorial team never scored very highly



in art classes, so we drafted in the considerable talents of Helen Greco, the Art Editor, to give us a professional opinion.

Running on a 50MHz 68000 A1200 with DPaint in super high res interleaved mode, the tracking of the pen is surprisingly fast, easily matching the response time and fluidity of mouse control, allowing for smooth natural strokes.

Compared to similar tablets on other platforms, the Power Tab stacks up well and definitely gets the thumbs up for freehand drawing.

Conclusion

If you're skeptical about that nice fengshui your natural artistic style, upgrading to a graphics tablet is a very good idea. Even though some of the support software and documentation is a little rough around the edges, it all works well enough to encourage you back to freehand drawing.

For a well constructed tablet of this size, the price is quite attractive and would certainly be justified by the increased level of precision and control it offers. A good investment for Amiga artists. **Terry Morgan**

Power Tablet

Price	£199.95
System requirements	Amiga 1200 or higher, hard disk recommended
Size of case	18 x 41 cm
Weight	1.5 kg
Performance	85%
Value for money	85%
Overall	85%



■ There are no prepared walls. An Art Editor's impression of the Power Tablet.

Diavolo

- Price: Standard 990M (£45) Pro 1 1390M (£65)
- Developer/Supplier: Computer Corner ☎ +39-89-714-1034



A sheep in wolf's clothing or a back-up program from hell? The Diavolo is here and boy are we glad.

Backup packages are like insurance policies – they seem to be a waste of time and money most of the time until disaster strikes and you're left to pick up the pieces. Until recently there was also the hassle of backing up a hard drive to a room full of floppy disks, at the expense of looking out an another hard drive to store the backup. However, new devices such as the Iomega Zip and the Syquest EZ128 mean that backing up is now a far more attractive option: faster and cheaper too.

Good looking

Like many Amiga users I've made do with the PD program AmBackup, so Diavolo would have to be something special to justify the outlay of

this much cash when there's a free alternative. It took all of five minutes to realise that Diavolo is something very special. I'm a sucker for a good looking clean OS compliant GUI. Diavolo's is gorgeous. Who said a back-up package had to look boring?

Diavolo is laid out so logically that it fools. You can back-up to conventional floppy disks (of which CD and HD disks can be mixed) or a single file on any medium or removable direct storage. Backup and restore preferences are activated from the menus and are so basic I doubt many will need to even refer to the adequate 48 page manual. A powerful query routine is used to discover the characteristics of a device so that Diavolo can learn the layout and then write directly to the device's media for optimum speed. Speed is probably where Diavolo got its devilish name. It's so quick.

The mux

The key to Diavolo's excellent performance lies in the fact that it

uses the Amiga's multi-tasking capabilities to the full. When you run Diavolo it sets up three sub-tasks. One reads the device to be backed up, one compresses the data and the last writes it to the back-up medium. Your machine is never waiting around. The CPU is in constant use while things are busy doing their thing.

Diavolo, like AmBackup, uses RPL for compression. It comes with the RAO2 and RAO3 library though the latter has been superseded by the impressive RAOE library. FAST is for 88000 owners and RAOE for everyone else. I backed up my Workbench partition twice, once with each library. The RPL FAST library only took three minutes 26 seconds and the resulting back-up was 13.5MB in size. The same operation with the RPL RAOE library took five minutes 26 seconds but resulted in a smaller 11.8MB back-up.

Oozing quality

File selection and filtering is superb in Diavolo. A directory tree is constructed with pretty MagiWin95 drawer icons. It's possible to move into the directory structure and highlight any and all files and directories for back-up or restore. The file scan times are astounding! Also, reading the directory structure from a back-up takes just a couple of seconds. When Diavolo is working away it can be iconified to a toolbar which neatly displays the progress.

If going for the Pro version of Diavolo the extra expense gains the ability to automate Diavolo to back-up at regular intervals. DiavoloScheduler Preferences is akin to sophisticated automatic 'cron' utilities. It works like this, you can figure Diavolo to make a certain kind of back-up by altering the settings. You then save the settings and add them to the event in the



■ Diavolo's Scheduler is convenient and based on DDE.

DiavoloScheduler package. DiavoloSchedulerDaemon should be running, having been placed in your DiavoloStartup directory so it will activate Diavolo according to the DiavoloScheduler preferences. The direct removable media support and image backup (done by block backup) is also only in the Pro version though you could still back-up to a file on removable media. The Pro version also adds support for backing up VLab Motion MovieShop projects.

Choice of two

Diavolo is the best back-up package available. It is most likely to be useful for those able to back-up to high capacity storage devices such as Zip and tape streamers. Floppy drives users are probably still better off with the PD AmBackup. Amiga users who do have heavy backup requirements can choose between the two versions but either way I cannot recommend Diavolo highly enough. I just love this package. ■

Mark Robinson



■ When backing up to floppy both HD and SD disks can be used.



■ Diavolo's elegant Preferences window permits customising/automating Diavolo to fit exactly quality.

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ImageVision

■ Price: £99.99 ■ Developer: ImageLab Technologies ■ Supplier: Bitssoft ☎ 01909 251466

This latest software tool reminds us that the Amiga is still the best when it comes to multimedia.

When software like this arrives, it's easy to start remembering what the Amiga is good at. And what is the Amiga good at? Multimedia, of course: the combination of graphics, sound, animations and anything else close to hand to produce a 'presentation'. The history of the Amiga is full of multimedia-software systems, from Deluxe Video and AmigaVision to Scis.

ImageVision is the latest tool on the market and it is designed to make it as easy as possible to put together a presentation—interactive or not—consisting of static images, animations, text and sound.

If ever an application seemed to win awards for the appearance of its user interface, ImageVision would be up there on the podium.

Faster than Emma Thompson at the Oscars, it's a real beauty, with floating windows, a textured backdrop and MagicWhiskers icons included as an option at install time. And, making it even more impressive, a CD-ROM disc is included as part of the bundle.

Drag and drop

The main window on the ImageVision screen is the 'Script window' and it represents the various processes which make up a multimedia project as icons. To add a picture showing routine, you drag across the picture icon from the tools bar. You then click the icons together to define the 'flow of control' through the project. Sounds pretty easy, doesn't it?

It really is easy too. Each icon can be double-clicked and up pops the control settings where you can



▲ Easy to make, even the WIP key is online documentation. In fact, this is the only documentation to come free with it.

enter the name of the image to be displayed or the sound file to be played. In fact, it's so easy that no instruction book is supplied – all the documentation is in the form of online help. Normally I like a

good thick book to explain the basics, but the well-written AmigaGuide document includes several tutorials and a good reference section and so I didn't miss the paper instructions too much.

As well as the script display, there are two other editors: the Graphics Editor and the Click Editor. You use the Graphics Editor to design the pages in your project. For example, you may have a nice textured background loaded from the CD-ROM in which case you would use the Graphics Editor to position text or load in a brush image.

Let's click

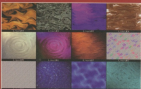
The Click Editor is used to outline an area on the screen which is sensitive to mouse clicks. Regions may be rectangles, ellipses or polygons but all achieve the same thing: a link to another icon in the flow diagram on the Script window. This means there are no 'button' as such, only areas on the screen which trigger a move to another part of the project when clicked on. This means that it's hard to provide any visual feedback – a button won't depress

The ImageVision CD-ROM

ImageVision comes in a CD style jewel case and contains one double-density floppy disk and one CD-ROM. The ImageVision program is contained on the floppy, so a CD-ROM drive isn't essential. It would be useful though, because the shiny disk is ornamented with the sort of data which makes putting together impressive presentations easier than ever. On the disk are many superb textures in many different colours and resolutions, ready to use as the basis of a page in your project.

After the delight at the beautiful backgrounds, your excitement may wane a little as the rest of the disk contains some fonts, some buttons and symbols. Sound sound samples and three sound modules are also present, but none would be welcome.

The novelty of the CD-ROM cannot be denied, and I can only wish that other software companies think hard about using this media too. The extra convenience of having megabytes of resource material on hand makes ImageVision stand out from the crowd.



Creating a presentation with ImageVision



1. Start with a slide show. The first step defines which of the two screen modes (Full or window) the program will be displayed in.



2. Add a text, or draw onto a slide frame. This allows you project to create all sorts of unique options. Multiple features can be placed together on the single slides.



3. Add the slide screen to the ImageVision Editor. Just as a feature from the supplied CD-ROM library and add more on-line features if required by you.



4. Add a SlideShow test. This allows a group of images to be displayed one after the other, either with a time delay or waiting for a mouse click. Slide effects or even can be added, but there are several different steps to use.



5. Add an animation test. Animations may be applied to any text object or image on slide. GIF and PNG files can also be imported if possible. If not an image will be added for the animation.



6. Return to the slide screen and use the Only button to enable the feature. When complete there will be a 'Yes' button with an arrow added. Note: The feature will be available to use, but to use it will be needed to use the slide.

when clicked – which lessens the interactive element.

That's really all there is to it. There is no text-based scripting language underneath the graphical interface: the active components are the tools which display images and animations, as well as triggering sound effects and sound mode playback. Animation support is feasible in that CD's, animations

are allowed, and if you have suitable hardware (Peggy or Sate's MP3) plays sound, MP3 playback too. Animation formats (AMF and ANIM) are supported into T-sides and playback direct from hard disk is allowed.

No can do

It's easier to get across the level ImageVision works at by

manipulating what it doesn't do although there are several ways to choose from to animate the screen displays, there are no built-in animation tools. If you want to create footage of a logo or text whirling around the screen then you'll need to create a stand-alone animation in Deluxe Paint or something similar first. You can create vertically scrolling text by using the 'push up' wipe option but there is no horizontal alternative.

Wired for ...

Sound effects are easy to add, and as with animations, long samples can be spooled from disk. Modules and samples can be synchronized to images which makes for snappy slideshows. However, unusually for a multimedia program, there is no support for MIDI. This flaw is compounded by a lack of an effects part or in fact any method of launching an external program. This makes ImageVision rather a closed shop, and limits its use in more demanding situations.

And so ...

Overall, ImageVision lacks the power and flexibility of programs like Sate and CarDe. However,

thanks to the attractive interface it is tremendously easy to use. It's certainly a lot more fun than Ozan's Multimedia Experience. Here's hoping that version 1.1 won't be the last and subsequent improvements will build upon what is a very impressive basic authoring tool.

ImageVision is perfect for knocking together slideshows, but the quality of the effects will depend on your skills with creating animation packages. ■

John Kennedy



ImageVision has one of the prettiest user interfaces and it's also one of the easiest, with everything showing multiple windows, screens and icons.

IMAGEVISION

SYSTEM REQUIREMENTS: VGA display, 2MB free space (4MB for full functionality), hard disk (10MB free), CD-ROM drive and MP3 image hardware recommended.

PRICE OF SOFTWARE: 99% (Sate's 'Long and Long' interface, and the sound editing and animation packages are the best of their kind).

RECOMMENDATION: While not the best of multimedia software, ImageVision is a good choice for creating slideshows and audio narration.

VERDICT: Solid but lacking power and flexibility for advanced users.

88%

88%

88%

88%

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Round Up

Fresh Fonts Vol 2



fonts eh? Don't you just love 'em! OK, so maybe 'love' is a bit strong choice of words but they do come in handy for all those

DTP graphics and video tasks. The Fresh Fonts CDs are a great source of fonts, and Volume 2 now comes with a booklet that includes examples of all the typefaces on the disc, as well as all the fonts from Volume 1. They're divided into seven categories: disco, sci-fi, urban, pictures, new, serif, script, and Thelma.

Each of the fonts is included in four different formats (AMT, Agfa, InstallFont, Adobe and TrueType).

You're bound to find what you're after among this lot so there's loads of variety.



Available from: GTI, Zimmerstrasseweg 70, 61446 Obernau, Germany (see ads for UK suppliers). Price: TBA.

90%

Nothing But Tetris



That's right, Nothing But Tetris. This is a compilation of over 70 variations on the Tetris theme. The game that started life on the Commodore 64 and then achieved superstar status thanks to its Gameboy incarnation

has been reworked and released on the Amiga PC circuit for just about anyone who can string two AMOS commands together.

Most of them have been rounded up by Epic Marketing and put onto this CD. Most all will work on all Amigas, and even faster will let you get

back to the Workbench. Some are better than others, some are further removed from the original Tetris theme, such as Dr. Mario. Tetris fans are likely to find two or three that take their fancy and stick to those. However, if you like the idea of playing a different ver-



sion of Tetris every day of the week, there's always that option. Needless to say, this is a disc for true Tetris addicts only.

Available from: Epic Marketing, 128-129 Victoria Road, Swindon, Wiltshire, SN1

BMJ, Tel: 01793 514 166, Price: £9.99 plus £1 P+H.

70%

3D GFX

Creating your own objects for 3D rendering can be the digital equivalent of building a model of Westminster Abbey out of matchsticks - fine if you've got the patience and time but most of us would rather get on with the serious business of rendering, keeping the object modelling sessions for those special personalised constructions. The 3D GFX CD, from the same people responsible for the 3D Arena disc, has plenty to offer 3D artists and animators using Imagine, Lightwave, Cinema 4D and Pos Ray. There are objects and textures for all of these packages and extras for users of Fear 3D and TrueSpace. Quite a few of the objects come complete with map images to give you a quick idea of what they'll look like when rendered.



One of the most instantly appealing aspects of this disc is the collection of animations, most of which are ready to run from the CD. While these aren't going to be of direct use in your own renders, they're a good source of ideas

and inspiration for future creations. If you have facilities for speeding MPEG movies you can view a few of these too. A demo version of Cinema 4D is also present, along with a generous selection of rendered images, filed into

drawers according to which package was used to create them. Overall, a very neat, useful and accessible collection for all 3D animators and artists.

Available from: Pegasus, 55 Leagh Close, Victoria Park, London E8 2BB. Tel: 0181 906 3890. Price: £21.99 including P+R

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World Atlas



This is the kind of thing we were always promised CD-ROM would bring us. World Atlas is an atlas on a CD and is rather better than you might imagine. Primary school geography teachers take note.

Previous geographical reference CDs have consisted of poor quality maps backed up with slack production. World Atlas on the other hand is a very

neat package which uses consistently detailed maps of the whole world. When you select a country you're presented with a sequence of maps of the same area which loop round, each detailing different features of the

area in question. This is handy if you want to look up exactly where Andy Agnew is living in the Ukraine.

The features can be paused with a mouse click. Information on each country is supplied in

large text in a scrolling display although this is generally rather basic, with population figures, primary industries and other general information.

World Atlas was compiled using Opus's Multi Media Experience and while this is very apparent due to the interface and overall look, it's a good example of what can be achieved with the system.

A quit button is one obvious omission, although the program can be closed with a Ctrl+F1 key press. Even though it lacks any real depth as far as information goes, for a quick and easy visual reference guide to the globe, World Atlas is very attractive.

Available from: Wisdoms Ltd, 8 Ivy Lane, Hounslow, Middlesex, TW4 5AW. Price: £7.95.

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THE NEW YORK TIMES

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PD Scene



You want cheap thrills? You got 'em! Tony Horgan takes a look at the latest offerings from the PD goodie bag.

Lee Majors Advocates... slideshow

I've found it. We were told this slideshow some time ago but it was washed into the void of anti-number more commonly known as my bottom drawer. Now it's resurfaced, I thought it deserved an airing. It's a slideshow in which the great Lee Majors (of Six Million Dollar Man fame) is depicted advocating a number of bizarre practices, including "wearing one's pyjamas during more navigation",

"the desert burial of Richard Gere", "leading them off at the pass" and my personal favourite: "taking on the spirit form and hunting William Shatner". This is volume seven of the series, which by now is probably up to number 1218 or something. Anyway, no *Aviea* is complete without it!

Get yours now.

Lee Majors advocates camp-fires.



Available from:
Benjamin
Creswell, 23 Barn
Way, Cirencester,
Glos, GL7 2LX.
Price: £2
including P+R

95%

Demerol of the Month



Pic It game

Say what you see? Is the irritating catchphrase from the sitcom, in my opinion, precursor of the TV quiz show. That's the basis for Pic It. It's a multiple choice general knowledge quiz in which up to four players can take part (there are no computer controlled opponents).

A picture board is covered with nine squares which flash in a random order waiting for a mouse click. Depending on which square was highlighted when you click the mouse, you'll get a question based on one of a few subjects, such as geography, science, sport and so on. If you answer the question correctly the square disappears to reveal part of the picture behind it. There are two sets of pictures: famous faces and phrases. The object is to answer as many points as possible in the quiz and put a name to the face or guess the phrase before your opponents.

Pic It is one of the better "pub quiz" style games to have cropped up, and although it probably won't take long to exhaust the question banks, it's plenty of fun for table fans while it lasts. An extra disk of questions and pictures is available from the same address for £3.

Available from: Rob Murray,
9 Yonall Road, Shirley, Solihull,
West Midlands B99 3SD.
Tel: 0121 745 1011. Price: £1.50
including P+R

65%

Boris Ball

I haven't played an Arkadium clone for a while, so this was a pleasant trip down memory lane for ten minutes or so. If you're a casual sample spinner like me, you can glean extra entertainment by identifying the sounds effects which have been grabbed from a diverse range of sources, including Rolling Thunder, the classic platform shoot 'em up job-up of yesteryear. Recommended if you need a decent but not ball game.

Available from: P1 Licencesware,
25 Wellington Road, Exeter, Devon EX2
3DA. Tel: 01392 403 580. Price: £3.99
including P+R

77%



Teeny Weenys

game

The obvious comparison here is with Lemmings, because the idea of the game is to guide your 'Teeny Weenys' to the exit of each level, using a bank of remote controls and any objects you find along the way. These will help you bridge gaps, blast holes in obstructions and so on.

Fans of cute and colourful games will find plenty to love over, even if the sprites look like they've come straight out of Lilliput. If you're easily annoyed by intrusive and repetitive sounds effects you should turn off the musical option before the effects drive you insane. This is one of those games you can take at your own pace (although there is a short time limit on each level) and as such would be best recommended to the younger Amiga gamer - it's more about exploration and logical thought than manual dexterity and reactions.

Available from: FFI Licenseware, 31 Wellington Road, Exeter, Devon EX2 9SL. Tel: 01392 493 585. Price: £3.99 including P+P.

80%



Roswell Crash Slides

slideshow

Yet more alien conspiracy theories, this time it's the Roswell incident. The story goes that some alien crash landed in America some time ago and were captured. A post mortem was carried out and filmed, which showed an archetypal alien figure being dissected. We don't have room here for the debate on its inaccuracy but it is quite interesting all the same in a kind of 'how do they do that?' kind of a way. The pictures are small grey-scale GIFs which are rather slow to load (GIFs would have fitted and would have been faster). A useful addition to the collection of any alien fan.

Available from: OnLine PD, 7 The Cloisters, Helms Lane, Forendy, Liverpool L23 3PX. Tel: 01794 836 339. BBS: 01794 836 565. Price: £1.50 plus 75p P+P.

71%



Scrotax 2

game

What an unfortunate name for a game in which balls feature so prominently. Scrotax is a shoot 'em up of the simplest order but still maintains an original twist. You control a ball which constantly bounces up and down - all you can do is shift left or right. Aliens appear from the right of the screen and move across to the left. Your objective is to shoot them and avoid bumping into them. Not, simply stuff but it may find its takers.

Available from: Your Choice PD, 39 Linton Road, Chelms, Manchester M21 2LJ. Price: £89p including P+P.

66%



Liars

AGA demo

Talk about conspiracy theories! This demo from Mirror Axis has enough to feed the most paranoid imaginations for years. Most of the demo is taken up with a trip-hop sound track and captioned pictures detailing how various American presidents have been involved in alien cover ups for the past half a century. Apparently a band of aliens gave the American government the information needed to develop its 'Stealth' evasion technology in exchange for not disclosing details about the aliens' visit. Oh, and John F Kennedy was killed (by the driver of his car) because he was going to expose the whole thing.

That's all according to this demo of course, and who are I to question it? As if out of obligation, there's a short section of wobbly graphics between the conspiracy theories and the credits. If you've got video tapes of every episode of the X-Files arranged in alphabetical chronological order on your shelves, then this is for you.

Available from: OnLine PD, 7 The Cloisters, Helms Lane, Forendy, Liverpool L23 3PX. Tel: 01794 836 339. BBS: 01794 836 565. Price: £1.50 plus 75p P+P.

76%



Radar Issue 2

disk magazine

Now get this: Radar is the OFFICIAL Pennine Amiga Club International disk magazine, not just some unofficial imitation! What would prevent someone to make an unofficial version is beyond me but rest assured this is the official one!

It's come on a lot since the first issue. There are enough articles to make quite a good read, including reviews of commercial and PD software, hardware reviews, letters, opinion columns, adverts, a reader survey, news and plenty more too. While you read there's a choice of three background modules to tap your foot along to. If it's a chatty low-end games and PD kind of vibe you're after, then Radar is worth a read.

Available from: Stephen Parker, Hilltop, 51 Station Road, Baildon, Shipley, West Yorkshire BD17 6AT. Tel and fax: 01274 585 332. Price: £1.00 plus 75p P+P.

60%



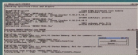
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PD Utilities



This month 90% of the utilities are from Your Choice who have come up with a cunning plan to enable Amiga owners without access to the net to get their hands on the invaluable Aminet files. Nice one.

XTruder 2.4 Virus Checker



We're pretty sensitive about virus checkers as CU Amiga Magazine after the scare we had with our last CD-ROM cover mount. One thing is certain; a virus checker needs several essential features before its any good at catching the latest, nasty so-called 'wild' file viruses.

Firstly it has to be as up to date as much as possible. This can be a problem if you get PD and rush forth off the 'net, where you're risking attack from a brand new virus. Secondly the program must be able to unpack and check compressed files as a virus infected program could otherwise simply be packed and then not recognised by the checker. Lastly, and this is something which I've only really seen Virus2 and XTruder support, the virus checker must be able to scan the contents of LHA or LZX archives.

XTruder does all this and while it doesn't have a small ineffective GUI like Virus 2, it is still highly configurable with a mass of powerful features such as automatic times scheduled virus scanning. This is probably what makes XTruder the choice of 80% operators who want always be on guard. It's always a good idea to have a couple of packages keeping watch on your hard drive and as XTruder is a high quality, feature laden virus checker, it's just about essential to organise a copy entry that an update appears. Thankfully you need only update the libraries.

Available from: Your Choice, Amnet
path: w4/virus/XTruder24.lha (2838)

92%

AmiCDFS 2.6 CD-ROM filesystem



AmiCDFS is amazing. It's the fastest CD-ROM filesystem I've ever seen. Check out these benchmarks for copying AmineT's tools to RAM: AmiCDFS 1.15 = 72 seconds. AmiCDFS 3.5 (commercial) = 50 seconds.

CachecDFS 2.6 (commercial) = 44 seconds. AmiCDFS 2.6 = 35 seconds. How can it be? PD software (even uncompiled) performing far better than expensive commercial alternatives! What's more, AmiCDFS even works with the stupid devices for IDE CD-ROMs on Amigas. This is most definitely utility of the month and even though the author doesn't demand a shareware fee, he does well deserve it. Only a fool wouldn't use it to read the next CUCD.

Available from: Your Choice, Amnet
path: diskcdrom/amicdfs26.lha (1218)

96%

Iconian 2.97 Icon Editor

For creating and editing your own icons Iconian is simply the best package there is (that I've seen anyway). You can zoom in and out of the editor and use any of 18 drawing tools.



Importing BMP pictures and turning them into icons is little trouble. The menus are packed with various features from colour and palette options to user mouse definitions. Typing text in any font and style into the icon, painting, filling and including brushes etc is a piece of cake. There's only very minor restrictions here are lifted by the \$15 shareware fee.

Available from: Your Choice, Amnet
path: giv/iconian2_97.lha (3226)

90%

Everyday Organizer Personal Organizer

I needed this utility. I need to get organised. So Everyday Organizer was recommended to me by some 'not familiar' with me but they don't look good. Based on MSN, it might not look like everyone's cup of tea but it's sure got what it takes. There's several different organizer elements in the package. 'Calendar' is an essential address book that has a search facility. 'On Time' is an event scheduler which is shown in the accompanying screenshot here. This can fit in to the next package 'Alarmist' which will be activated on startup and notify users of any important events. On Time is amazingly comprehensive. I loved the date calculation function which gives the time between two dates to get an idea of how far away it is.

Some support programs included 'Talk' which is a replacement for the Ray command but with many more features and 'Sam' which is a datatype sound player. Finally 'Coder' encrypts files from prying eyes. Overall a truly professional package and 100% freeware. If you need organising like I do, get it now.



Available from: Your Choice
Arndt path:
ArndtPath:BO100a.exe
(210K)

78%

How to contact Your Choice

Almost everyone has heard of the Arndt archives on the Internet, the largest collection of Arndt software in the world. 'Your Choice PO' has come up with an excellent option for Arndt users with no net access. Your Choice has packed the massive Arndt index file including a search utility/launcher on to two bootable floppy disks. By sending £1.00 plus 70p P+P to Your Choice, you can then browse the index, select as many Arndt files as you like to fit on as many floppy disks as you care to order. Each floppy disk of Arndt files costs £1.00 + 70p P+P on order. Your Choice can be contacted at 39 Linton Rd, Chorlton, Manchester M21 0JL. Tel: 0161 881 8884.

Vark 12 Utility compilation

Another Vark util compilation which packs a lot of stuff on the floppy for your quest. Much of it is excellent material which I've not seen seen on the Arndt. Included is another CD filesystem re-written from the ArndtCDROM source, although not as good as ArndtCD, it's still usable. There's also an updated screen driver for ShapeShifter which is much faster than the original and the Breakless 3.1 engine update is there too. The excellent FastDisk program speeds up machines with fast memory and an EFD or HDD preloader plus details to fix the floppy drives on AT's new 41290s. Also useful are an AIO file requester patch to make directories appear first, a hard disk ROM backup program and the excellent Unclustok utility which makes windows look amazingly different. This is a superb. Just one thing though Vark, make it accessible from MSN please.

Available from: Roberto Smith DTR
330 Farnham Way, Hampstead Garden
Suburb, London NW11 6JE. Tel: 0181
4501620. Price: 50p plus 50p P+P

88%

CyberShow 6.0a Picture Viewer

CyberShow is different from your standard picture viewers. Firstly it doesn't support any special custom screen modes such as HiME. As it does it displays the chosen pictures on a public screen in a window. The more colours the screen has the more accurate CyberShow can render the picture (if it has a lot of colours). CyberShow was really designed for GPK board users who run the CyberGraphic RTG system.



This system can actually open standard resolution screens in up to 25 bit colour depth. CyberShow will produce a proper true-colour picture in a window of photographic quality. It's very handy and a case of a kind for GPK board users, but it's also will very useful as a picture viewer for Workbench. This is because of the staggering array of picture types supported, including GIF, PhotoCD, JPEG, PPM, PGM, PBM, GIF, Targa, PCX, BMP, TIF, EPS, CGM, WMF, ULAB, RIB and a whole lot more, plus any datatype available. It will even have itself loading the next picture while you're viewing the last in slide show mode. There is a major catch though: it only displays grayscale unless it's registered which costs 30 German DM or about £15. It would be worth it though.

Available from: Your Choice, Arndt
Path: gpkboard/cybershow60a.exe (200K)

88%

StarBlank Screen Blanker

It's a compilation of screen blankers. I never saw the problem with turning the monitor off myself. Seriously though, I use the screen blander in MCP for functionality to avoid the very real threat of phosphor 'burn-in' which can and does leave images permanently on your screen if it's left showing a bright display for too long.

Blankers for screen savers are really for fun and this is an entire collection to have a laugh at including StarBlanker which gives the disk its title. This provides your screen with a nice moving starfield.

Others include Zodiac, Twilight, Aster, Spillout, FreeBlank, Star, PBlanker, PartyBlanker (which kept going on me, as I can't comment on it) and a hell of a lot more. All have their own peculiar graphical effect on other. Some are better behaved than others, most are at least overconditioned as they can be removed and have their preferences appear by talking to them with the Workbench overconditioned challenge program.

The last effect on the disk was Silver which had a range of blankers which it would choose from random or by your own preference. It will also use any desired screen mode and some of the effects are quite neat for pure value.

Available from: Roberto Smith DTR
330 Farnham Way, Hampstead Garden
Suburb,
London NW11 6JE.
Tel: 0181 4501620.
Price: 50p plus 50p P+P

77%

Art Gallery

If you think you can do any better than this month's superb selection then send them in to the usual address. Go on.



These pics were conjured up using CD Artista Magazine's Imagine cover disk using an A4000 with 12Mb. Thanks to Tony Evans, South Wales.



This picture of a wild west bar room was created in by Thomas Zandern, <http://www.pinspot.nl>. He created it using Imagine on an Artiga 3000.



DPaint on an A1200 was the package Jan Court of Glasgow chose for his 'Miss America' pictures.



Graeme Kennedy, Canada, supplied a whole checklist of pictures all created on an A1200 with 40Mb HD. These two were both hand drawn using DPaint V and then reworked using Starburst.

AMIGA

workshop

IMAGINE 3.0 92

In part four of our tutorial series on the January '96 cover disk we take a look at the Action Editor, the heart of the program.

GRAPHICS MASTERCLASS 94

Creating a caricature can be fun and it's very easy to do. We show you how in Graphics Masterclass.

COMMS 96

Want to set up your own FTP and WWW server on the net? Follow our guide and you'll soon be webbing it with the best of them.

NET GOD 98

The new Walker has been brewing up a storm on the internet. See what our Comms expert has to say about it and what else is happening on the net.

SCALA 100

Are you the proud owner of an Amiga Magic Pack complete with Scala, but need a manual to use the program? Read this tutorial should help.

SUBSCRIPTIONS 102

There's still lots of savings to be had and it looks like the six month subscription is here to stay.

CD Q&A 110

If you were lucky enough to get a copy of our superb CD-ROM issue last month, here are some queries that you might have had solved for you.

POINTS OF VIEW 116

It's the boys club this month. The men of CU Amiga magazine air their opinions on the Walker amongst other things.



The new Walker has been causing a lot of controversy on the net and in the office. Its unusual design is attracting comments from all quarters. Points of view and NetGod both centre around this latest piece of technology from AT. When you finished with the Walker debate don't forget to tuck into our usual section of tutorials, question and answer pages, readers letters and top subscription offers.

Regulars

FAQ 104

Fewer graphics can be tricky to create on your World Wide Web pages, so here are your most common problems solved.

Q&A MASTERCLASS 112

Amex comes at handly for all manner of things. This month, how to use Amex in conjunction with other programs to automate features and add others.

Q+A 114

The boys are back in town and they're ready for some hot brain-teasing action. All your technical hardware and software problems solved.

BACKCHAT 118

In response to criticism of misinterpreted shop assistants an Exeter manager writes in. Also, MFA reply: all in this month's hotbed of gossip.

Lights, cameras and the Action Editor

Imagine 3.0

PART 4 The Action Editor is where it all happens with Imagine 3.0. Want to grab some? Here's how ...

It may look confusing, but the key to Imagine animation is mastering what happens in the Action Editor. It's where all the most subtle (and yet powerful) options are hidden away.

There are two reasons for using the Action editor. First, of all, it defines how the objects loaded and placed in the Stage Editor change over time. Animations are fashioned here. You can create roughly what you want to happen in the Stage Editor and then control it to incredible accuracy in the Action Editor.

The display is of a grid, with the objects listed vertically and the frames in the animation listed horizontally. Every attribute of the objects can be controlled individually for each frame or the objects can be made to morph from one setting to another. An animation is such a huge subject, we'll start our look at the Action Editor by examining its secondary purpose: controlling the global appearance of the world which you are rendering.

Globals

Every time you start Imagine, two special objects appear in the

Action Editor display. The first is the camera, which always needs to be present otherwise it would be impossible to view anything at rendering time. The second is called 'Globals' and it defines the environment of your virtual world. You can open up the Globals object by clicking on its entry in the Action Editor Grid. Click on the coloured bar in line with the 'Globals' setting. This should open a requester like the one in Figure 1, from where you can adjust the various settings.

Well now go through the settings one by one. To see anything sensible, you should go back to the Stage Editor and load and position some objects including at least one light source. You can then try adjusting the Globals settings and go back to the Stage Editor for a QuickRender or move to the Project Editor to render the scene in detail. The Global Brush does not appear directly in a scene, however if any of the objects present are reflective you will see evidence of it. Imagine you want a shiny logo to appear against a black background. What would you see reflected in the shiny material?

Unless you have a global brush, you won't see anything reflected which makes for a boring image. Use a digitised image of clouds or even a blurred image of blue and white air-brushed patterns to make your reflections more interesting. The Global brush can be any size,



Figure 1 you can adjust the settings very easily here within the Action Editor. Just click on the bar to the left of the name settings is open or repeated each in this.

and will show up in either Scan line or Ray Tracing modes. Click on the Browse button to bring up a file requester.

Backdrop

The Backdrop image appears behind all the objects in a scene. You could use it to add a background, such as clouds or a landscape. One trick when making animations is to render a backdrop. For example, a detailed planet and use the image as the backdrop. This means you don't need to re-render the background over and over again. One rather irritating thing though is that the backdrop image must be the same size as the image you are rendering in the Project Editor, so remember to set both the same.

The backdrop picture will completely replace any background 'sky'. It is not a rendering object, it is simply placed down



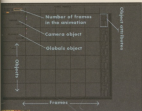
The global brush is handy for creating reflections. It can be any size and will always replace any sky background.



The backdrop image appears behind all objects in a scene and it is used for creating or enhancing background for your scenes.

and added to the image. It therefore won't appear in reflections and won't show through transparent objects. If you want a background to show through an object, make a plane and map the texture director onto it instead.

Make sure any lighting, shadows, and so on in the background image match the position of lights in the foreground.



1.2 Initial composition of the entire scene: now you know what you're doing.

Ambient RGB

Setting the right positions for light sources in a scene is a real job. If you want to know the best locations, ask a photographer or get a book from your library. The Ambient light values are a measure of the amount of stray light in a scene. Ambient light is no direct source but it illuminates everything. It will therefore make shadows less dark and decrease contrast. You will need to set it according to the objects you are using, the number of light sources in the scene and

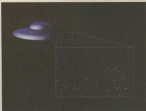
the mood you are trying to create. In these images, there is only one distant light source and different ambient light settings.

Horizon/zenith

If you don't want to use a Background image, you can still adjust the colour of the sky. This is achieved with the three sets of three light settings: horizon, positive and negative zenith. The horizon is the centre of the screen and the zeniths are the very top and bottom of the sky (not the screen). If you move the camera up and down, the colours will move to reflect the change. The shading looks great and adds a lot to a scene with minimal effort. Obviously if you have a Background image selected, you won't see the colours.

Star field

Setting all Star field parameters ... yes, this is the



4. To create a realistic galaxy of stars you can try painting white stars inside a black sphere.

effect you have been waiting for. Simply enter a number other than zero into this field and you'll get an instant star field. Small numbers work best - try 0.01 to start with. Higher numbers look a bit weird. Sadly the stars never seem to show up well in print, so I've made the sky reddish and included a magnified view. In Imagine 3 the stars don't animate well and so for epic productions you may wish to create your own starfield by creating a black sphere and painting white dots into the inside. For parallel effects: well, that's a different story all together.

Fog settings

The global setting which adds most to the 'atmosphere' of your scene, is the fog feature. There are six values to set: three of which are the red, green and blue colour of the fog. The other settings are vertical dimensions of the fog (for example, set bottom to -100 and top to 100 for a bank of fog 200 units high) and

the distance from the camera at which an object is halfway buried. It takes a lot of experimentation to get the values just right for your scene. This image has the following settings: Fog Bottom: -100 Fog Top: 100 Fog Length: 500 Fog Red: 25 Fog Green: 25 Fog Blue: 25 Try these settings in your own image and then fine-tune them as necessary.

Miscellaneous

The Starfield Frame values are for when animations are being created and so we'll look at that next month. The same goes for the 'map size' which allows backdrops to be animated, and 'transition frame count' which defines how different global settings merge from one to another. Next month we really start to get things moving as we look at Imagine's powerful animation facilities. Order your accelerator cards and larger hard disks now! ■

John Kennedy



3 Ambient light values control how much a scene looks like there is a scene. The top and bottom scenes are examples.



5 Another option is to adjust the colour of the background rather than use a background image. To change the color you need to alter the settings: horizon, negative zenith and positive zenith.



6 The scene values atmosphere a foggy effect given above. To achieve this you need to set the values: red, green, blue, the vertical dimension, and the distance from the camera.

Graphics Masterclass



Caricatures

Creating a caricature from a digitized photograph is not only fun but surprisingly easy to do, at least in a rather basic form. Caricatures work by exaggerating certain features to comical degrees. A skilled artist will be able to look at a face and see immediately which features need most attention. Basically these will be the most dominant aspects of the face. For example, if anything is unusually large, make it much bigger. The same goes for small features, which should be reduced.

Sometimes it's not individual features that are the key – the overall shape of the face or head can often be the most outstanding aspect of someone's appearance. For example,

a caricature of John Cleese might extend the height of the entire head with very little exaggeration of the individual features. It's also worth taking into account the perceived personality of the character – are they

brash and bold, shy and retiring, rough and ready? All of these points can be taken into account.

How to cheat

You want to cheat? Of course you do! The easiest and quickest way to make your first caricature is to cut hold of a digitized photo of your subject and cut the face in half horizontally. By making the cut just below the eyes and around the bottom of the nose. Now pick up each part as a brush and expand the top part and stretch the bottom part, then paste them back down again. Hey presto: a basic caricature!

If you want to do the job properly you need to cut up the face into its component parts: hair, forehead, eyes, nose, mouth, cheeks, ears and chin. Put these aside on a spare page. Now you can set about resizing each part and putting the face back together. One final trick is to use the original

shoulders and body of the subject but make this much smaller in comparison to the head. This alone will give your character an instant puppet-like appearance.

Due to the amount of cutting and pasting that this technique involves you will probably find it best to use Image FX, Paint, Paint or Photoshop as they all have good brush handling options. If Photogenic is your preferred tool you might like to use the following techniques instead.

The warper tool is very handy for quickly expanding or shrinking individual

Fast cars, strange-looking men. Anything's possible when you know how. And we're here to teach you.

features. In the Mel Gibson example his mouth was altered by dragging out a warp area that matched the contours of his cheeks. Depending on the area you are changing you'll need to use different warp settings, positive numbers to expand and negative to shrink.

Both the George Bush and Mel Gibson pictures are taken from the Nothing But DPs CD from 17 Sin Software. See their advertisement in this issue for details.





Speed limit

This rather stylish picture of a highly desirable Mercedes 300SL is the result of a fair bit of work using Image FX and Photogenics. The original picture came from the Racing But Gifs CD from 17 Bit Software. It's included on last month's accompanying CD in the QUAD-17. Sir. PG 17001-010010 DIGIT&TRANSPORT driver and the file is called 030004.GIF.

The idea was to take the static picture and inject some speed and excitement into the scene. Subjecting the whole image to a simple motion blur process is the obvious solution, but the results would be a lot less dramatic than this.

Let's start off with the background, which was created in Image FX using the Remove feature option from the Effects menu. The original picture was loaded and then the left half of it was deleted by dragging a large black box over the area to be removed. Now when the Remove feature option is selected, the remaining graphics on the right of the screen are pressed across to the left,

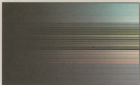


resulting in a very pleasant motion blur effect.

Motion blur

Next, the car was cut out from the background. The easiest way to do this is remove the background with a big paint brush, then carefully remove the parts around the edge of the car. You can then pick up the car using the Lasso tool icon, clicking it twice to turn on the automatic background detection. This is much easier than trying to outline the whole car by hand in one go.

With the car isolated it was then loaded into Photogenics and subjected to a motion blur process with an angle setting of 270 degrees (right to left) and a length of 50 pixels. This was repeated to emphasise the effect. The same could still be done from within Image FX, it's just a matter of personal preference. Then the car was moved into the secondary buffer and the blurred background was loaded. The



background was then composed with the blurred car using the Brightness key option to fade the two together.

Finally to add some definition and detail, the original car out of the car (not the blurred version)

was loaded into the secondary buffer and the Compose function was used, once more, superimposing the sharp detailed image over the blurred main picture. ■

Tony Horgan



Figure 3
This screen is run (SMTP port 25) and shows some system trying to deliver mail and obviously it is not but it could also be some early inhibited trying to break our security. After any the screen was built.

Figure 3			
smtp	192.168.1.1	allow	log
smtp	1.1.1.1	deny	log

Figure 4			
ftp	192.168.1.1	allow	log
ftp	1.1.1.1	deny	log

AmiTCP set up but one very common service is an SMTP daemon or Simple Mail Transfer Protocol. This is the program that waits for SMTP mail if your provider uses such a service. Those users with their own full domain such as Demon users will have SMTP mail. Unfortunately the Amiga SMTP daemon isn't 100% foolproof and can be created by some nasty person writing illegal characters to your SMTP port (TCP port 25 for the technically minded).

Unfortunately if we lock everyone but the actual provider out of the SMTP port, other machines won't be able to deliver SMTP mail directly to you and will instead have to route it via your host. This isn't a large problem's thought and the extra security makes it an essential addition until a rock solid SMTP comes along for the Amiga. An example of locking out everyone but Demon Internet Services via your host access file is shown in **Figure 3**.

The first entry indicates that we are talking about the smtp service as defined in the Amiga's `delivered.conf` file. The next is a simple wildcard system. The first line specified Demon's IP address with any number on the end. All of the IP addresses that match this pattern are Demon themselves. The next keyword is obviously to allow or deny the access. Lastly, if

logged on you'll see the result is the AmiTCP log (CDB) window. The reason that they're two lines is because AmiTCP will try and match each in turn. If Demon accesses your SMTP daemon, it'll match the first line and see that access is allowed. For anyone else the first line doesn't apply but the second does since it matches everyone and will hence deny them access.

This technique could be used to limit any services to any providers etc. A couple of lines like those in **Figure 4** would allow anyone using Demon as their service provider to access the FTP daemon unless just set up but none else. Of course you could change this so that only your friends have access by entering in many lines containing all their IP addresses. Assuming that your friends are using a provider which gives them a static or non-changing IP address of their own. Many providers assign IP addresses only when the dial-in customer logs in though so this technique will not work in that case though you could apply wildcards to the entire provider if need be. It's quite common to lock out certain American providers famous for their quantity of irresponsible customers.

Amiga server

OK so now we have an FTP daemon running on our AmiTCP

running a stock AmiTCP setup, you won't have to worry about that.

There is a configuration file which resides in `Amis.conf` and is simply called 'amc'. The one installed is of no use but there's a completely commented config file called `configfile` inside the HTML directory which you may use for reference. Incidentally the HTML directory is the documentation for Amis in HTML format. To read it, load up your WWW Browser and select 'load local' or the like and pick `Amis/HTML/index.html`. An example configuration would be as in **Figure 5**.

The vital bits to change are the server name on line 2 which would be your full E-mail address minus the username. The second is an E-mail address for errors and such. You can make this your own address. Leave everything else as it is except the first entry which should be the location of your HTML pages for you site. In this case it's `MacWWW`. Save the file as `Amis.conf`. Now all that's required to run Amis is to run the server itself. To do this, add this line to your `Amis/amisstart` script at the bottom or activate it by hand when needed.

Run: `mail: Amis/Amis`

If all goes according to plan you now have a working WWW site on your Amiga! Test it out by accessing `http://localhost` via your WWW Browser. When you link up, others should be able to surf your own site and you'll have a record of their accesses and errors in the two logfiles in `Amis/Logs` called `http_access` and `http_error`. Don't forget to check out the HTML `Amis` documentation as there's some very nifty features such as Amis scripts which can be employed to great effect. Enjoy! ■

Mal Bellman



Figure 5
This is a list of IP addresses and their status. The first line is the IP address of the Amiga server. The second line is the IP address of the Amiga client. The third line is the IP address of the Amiga server. The fourth line is the IP address of the Amiga client. The fifth line is the IP address of the Amiga server. The sixth line is the IP address of the Amiga client. The seventh line is the IP address of the Amiga server. The eighth line is the IP address of the Amiga client. The ninth line is the IP address of the Amiga server. The tenth line is the IP address of the Amiga client. The eleventh line is the IP address of the Amiga server. The twelfth line is the IP address of the Amiga client. The thirteenth line is the IP address of the Amiga server. The fourteenth line is the IP address of the Amiga client. The fifteenth line is the IP address of the Amiga server. The sixteenth line is the IP address of the Amiga client. 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The forty-ninth line is the IP address of the Amiga server. The fiftieth line is the IP address of the Amiga client. The fifty-first line is the IP address of the Amiga server. The fifty-second line is the IP address of the Amiga client. The fifty-third line is the IP address of the Amiga server. The fifty-fourth line is the IP address of the Amiga client. The fifty-fifth line is the IP address of the Amiga server. The fifty-sixth line is the IP address of the Amiga client. The fifty-seventh line is the IP address of the Amiga server. The fifty-eighth line is the IP address of the Amiga client. The fifty-ninth line is the IP address of the Amiga server. The sixtieth line is the IP address of the Amiga client. The sixty-first line is the IP address of the Amiga server. The sixty-second line is the IP address of the Amiga client. The sixty-third line is the IP address of the Amiga server. The sixty-fourth line is the IP address of the Amiga client. The sixty-fifth line is the IP address of the Amiga server. The sixty-sixth line is the IP address of the Amiga client. The sixty-seventh line is the IP address of the Amiga server. The sixty-eighth line is the IP address of the Amiga client. The sixty-ninth line is the IP address of the Amiga server. The seventieth line is the IP address of the Amiga client. The seventy-first line is the IP address of the Amiga server. The seventy-second line is the IP address of the Amiga client. The seventy-third line is the IP address of the Amiga server. The seventy-fourth line is the IP address of the Amiga client. The seventy-fifth line is the IP address of the Amiga server. The seventy-sixth line is the IP address of the Amiga client. The seventy-seventh line is the IP address of the Amiga server. The seventy-eighth line is the IP address of the Amiga client. The seventy-ninth line is the IP address of the Amiga server. The eightieth line is the IP address of the Amiga client. The eighty-first line is the IP address of the Amiga server. The eighty-second line is the IP address of the Amiga client. The eighty-third line is the IP address of the Amiga server. The eighty-fourth line is the IP address of the Amiga client. The eighty-fifth line is the IP address of the Amiga server. The eighty-sixth line is the IP address of the Amiga client. The eighty-seventh line is the IP address of the Amiga server. The eighty-eighth line is the IP address of the Amiga client. The eighty-ninth line is the IP address of the Amiga server. The ninetieth line is the IP address of the Amiga client. The ninety-first line is the IP address of the Amiga server. The ninety-second line is the IP address of the Amiga client. The ninety-third line is the IP address of the Amiga server. The ninety-fourth line is the IP address of the Amiga client. The ninety-fifth line is the IP address of the Amiga server. The ninety-sixth line is the IP address of the Amiga client. The ninety-seventh line is the IP address of the Amiga server. The ninety-eighth line is the IP address of the Amiga client. The ninety-ninth line is the IP address of the Amiga server. The one hundred line is the IP address of the Amiga client.

Figure 5

```
port 80
servername os-amiga,demon.co.uk
installset webserver os-amiga,demon.co.uk
indexfile index.html
hostname 0
accesslog /usr/local/httpd/logs/access_log
errorlog /usr/local/httpd/logs/error_log
defaulttype text/plain
types text/html text
types application/postscript ps
types application/octet-stream lha
types image/gif gif
types image/jpeg jpg jpeg
types image/x-shmimage xbm
map /mail mail -
map / directory html/www
```




Net God speaks

Wooh! Details of a new Amiga, Project Walker, are now wildly circulating on the 'net. Huge debates as to whether it's great or just an ugly-looking piece of hardware abound. I'd like to reflect on the Walker in a positive light. WB 4.0 will contain AmITCP IP connectivity in the bundle though hopefully it won't include the hideous AmITCP or Net225. The

Walker machine has a high speed serial port at last and criticism of a stuck 256k machine's viability don't apply. It could well be the ultimate consumer internet box and maybe the world will sit up and take note with those outrageous looks. I can find little to fault AT's strategy with a cool machine in the oven and a proactive internet policy. The future looks great for us net heads and I'm darn glad I stuck with the Amiga. Roll on Walker!

Surf's up!

A new Amiga causes slightly more than a storm in teacup, Hi-Soft release their own surf pack and net training via video.

DUG.BBS.L1

update

DUG's Jeff Greenstein recently announced a bugfix and enhancement update to version 1.1 free for all DUG bbsOps. The update is said to contain more than 100 fixes and updates to make DUG more stable, reliable and versatile than it has been in the past. DUG owners looking to upgrade should turn to their local support site or the author's FTP site at bbs.bbs.com/~dug. The UK support site is Tony Miller's 01 for Amiga BBS on 0171 2474040 or 0-204590 via FidoNet.

Amiga Post tutorial Video

Better Concepts Incorporated, of Gamerville New York, have announced the arrival of a new internet tutorial video inspiring titled The Connect Your Amiga To The Internet Video.

The 60 minute duration video is claimed to walk the would-be 'netter through every step necessary to set up their hardware and software. Better Concepts say that the teaching method will involve following along step by step as you watch.



▲ Hi-Soft shows, at the time of publication, its ongoing work on the Hi-Soft Amiga Technology Surf Pack, Spinal Surf Pack.

live, an actual Amiga monitor along with our experts, getting on-line from scratch.

Makers of the video say it will incorporate tutorials which will cover AmITCP, several Amiga network programs, Thor and much more. CQ Amiga Magazine will review the video shortly which is available in 194, for Euro Amiga users. Retailing at US\$24.95 with two floppy disks of software, you can E-mail debut@bbs.net, WWW to <http://www.qed.net/bd> or even fax an order to +1-914-768-1126. Finally you can mail Better Concepts Inc. 86 Day Street Gamerville NY 10823, USA.

Hi-Soft internet in a box

Hi-Soft will soon be shipping Spinal Surf Packs, their answer to the Amiga Technology Surf Pack. Based on AmITCP 3.0 and the commercial release of ibrowse, the 'Spinal Surf Pack' will be a high power alternative to AT's product. What's more the hardware software bundle comes with a ready to run one month trial service with Frontier Communications.

Each bundle includes

a Surf Squirrel with its high speed serial port, internet software and the choice of a 1400 or a 2800 modem. The details of the other clients, such as mail and news, haven't been finalised. We will print more details when available. So far it looks like Hi-Soft's entry, starting at £199, into the internet-in-a-box market will compete favourably in the UK to AT's own Surf Pack. Mail Hi-Soft at hsoft@ix.complink.co.uk or call them on 01273-781881 for more information. ■

Noted is a freelance journalist whose identity is kept secret to ensure confidentiality.

Frontier versus Amiga

Since the Amiga Surf Pack software will not function with Dannon Internet Service's SMTP mail system, another provider is needed for users of the Surf Pack. A representative of Frontier Communications, Klaus Robbins, pointed out that they offer a Dynamic IP POP3 mail account for only £8.90 per month (+VAT) with 512k Web space free. Frontier have 100% UK local call access and charge a £25 set-up fee if you're not paying for a year's service up front.

Mr Robbins, an Amiga user himself, is keen to make it known that Dannon

aren't the only choice and says that Frontier Communications have a range of other packages available such as a Static IP SMTP mail service akin to Dannon's service all the way to BBS and ISDN accounts.

Frontier, ASA TheNet in the UK, has also implemented a Amiga FTP archive mirror at <http://netnet.co.uk/policies/amiga.html>. This is a welcome alternative to the sometimes unreliable Imperial College mirror. Well done Frontier!

For more information browse to <http://www.frontier.co.uk> or call their sales team on 01273-799400.

Scala MM300

PART 1

Did you buy a Magic Pack complete with Hard Drive, only to find that the copy of Scala didn't include a manual? If so, this tutorial will soon get you going.



▲ Change the colour of the bottom, bottom and bottom to blue, bottom and bottom to blue, bottom and bottom to blue.

First a few basics and essential moves. Let's begin by creating a plain background to hold a title line. Click once on 'Wipe' and a standard Scala requester asks you to 'choose a background page'. As we don't want to load a picture, just click the 'OK' button. A new requester appears asking us to choose the resolution of our background. Select 'lines-interlaced' set colour to eight and click 'OK'.

This takes us straight to a screen where we could enter text, but as we just want a blank screen select 'OK'. You will see that Scala has already named this page 'Blank'. Let's change this, so clear the text requester either by using the Backspace key or with a Rotomaxx and type in 'Blur'.

Pressing the Return key or selecting 'OK' will take us back to the main screen with the name of our page at the top. You should also notice that a Wipe has been set and a Mouse icon appears in the Pause column. We will leave these as they are for the time being.

The next step

Now we need to create a second page on which we will enter some text. Repeat the first few steps, keeping the resolution and colours the same. You should now be looking at our page makeup screen which should have a plain blue background with a cursor at the



▲ With the last mouse button, select the end page after it should not affect any other.

top left. The text menu and colour palette is at the bottom of the screen. By pressing the right mouse button a few times and you will find that the menu will alternately disappear and reappear.

Type in 'Scala: section'. Click on the 'Font' button on the menu and select 'Compass' font in size 64. We also want to change the colour of the font, so click on the yellow colour in the palette and then on the coloured box in the 'Font' button. This will be our heading.

This heading probably isn't in the best position so let's move it. Click and hold down the left

mouse button on the text and it will change colour. This indicates that we can drag it around the screen with the mouse. Move it close to the top of the screen before releasing the mouse button. Now we will move the text to the middle of the screen by clicking on the 'Centre Justify' button, that's the middle one of the three under the button marked 'Layout'. If the cursor isn't at the end of the line of text move it there using the mouse or the cursor keys and press Return. Notice that the Font, Fore Colour and Justification remain the same. Now type in the following two lines of text pressing

Return at the end of each line:

This tutorial will help you get started with my copy of

Move the mouse to the top left of the word 'This' and, holding the left mouse button down, drag the mouse to the bottom left of the text. As you move the mouse a box will be drawn. Make sure the box is below the bottom line of text before releasing the mouse button.

Click anywhere inside this box and, holding the mouse button down, move the box toward the bottom of the screen. Notice that this time the block of text within the box moves when you release the mouse button.

Outline Shadow 3D Text few of the effects that can Colour

▶ Don't forget to draw a box around "Colour" to group the letters together before moving it.

While this box is on screen, any changes will affect all the text within it. Try this out by changing these last five lines to white. Select white from the palette and click on the "Font" button colour box.

We have now finished with this page, so click on the first text line to recover the cursor and select "G". Name the page "Scale", and click on "OK" and "Clear" to create a new page. This time type the following, but instead of pressing "Return" at the end of the line use the down cursor key to move to the next line:
scale multimedia Computer
Jargon Tutorial by Norman
Harris

Note that the attributes from the previous page have been carried forward. The first line has yellow text and the rest white. We will make some changes though. Move the cursor to the second line and, by clicking on the font button, change to Compact 24. Do the same for line four. Then move each line to improve the spacing between them.

When it looks about right, select "OK". Rename the page to "Tutorial" and this time select "OK" and "Copy". This duplicates the page, as the next one is going to be very similar. It will also give us the opportunity to use another of Scale's features.

Select the "List" button and you will be taken to another screen which, familiar enough, lists all the lines of text in numerical order. Find the line that reads "Computer" and click on that line number. A cursor will appear on the line so that we can edit the text. Change "Computer" to read "Magazine". Do the same to "Amiga" to changing it

to read "OU Amiga", "Tutorial" to "Directed by" and "Norman Harris" to "XXXX" (you can put your own name here). Leave the first line "Scale Multimedia" as it is. Select "OK" to take us back to the page, "OK" once more. Rename the page to "Directed" and select "OK" to return to the main Scale menu. By now we should have four pages set up, let's do one more before we're finished. Instead of creating a new page we will duplicate an existing blank page. The first page is ideal, so click on the number 1 and a Page Control menu will pop up. This menu is used to rename, copy, move, insert pages and to switch pages on or off.

In this instance we need to copy a page to the end of our script, this do this by clicking once on "Copy", change the "To after page:" to 4, and select "OK". Double click on this page so that we move to the edit screen. Type the following words onto the screen, pressing Return after each "Outline" "Shadow" "3D Text". Plus, your own fonts and you should be able to guess which of the various features is set for each word.

New order

On the next line type "These" then click on the button to take us to the List screen. Select "4" so that the cursor appears after the word "These", and continue typing the following: "are a few of the effects that can be achieved with my copy of Scale Multimedia 200", before pressing return.

Now press and hold down the left mouse button over the last you have just typed and move it to the top of the list. As we will see, Scale provides each line in the order it appears in this list.



▶ Scale processes the line values in the order they appear in the list.

Go back to the page we are working on by clicking on "OK" and once more click on our page for a cursor to appear. This time we are going to type the word "Colour", but after each letter I want you to press the "Enter" key that is the bottom right key on the keyboard, and select a different front colour.

Pressing "Enter" instead of "Return" just separates the letters, and we could even select a different font for each. Remember that in this instance each letter is handled individually, and we must draw a box around them if we want to move them as a group.

Select the last screen once more so that we can set a few effects. Click on the "Wipe In" column for line 1 (our long line of text) and select the "Crawl" effect - it's a chevron on a black background. Next click on the "Wipe In" for line 2 and select a "Random" effect - the question mark. Click on "To end" and select "OK".

Now go to the "Wipe In" for the first letter "C" in "Colour", select the "List" effect, and again select "To end". This action links all subsequent lines together with the wipe set for the letter "C".

Repeat the actions on the "Wipe out" column but don't bother about our Crawl line. Notice how Scale

applies the Wipe In and Wipe Out effects. As the effects are processed in order we now need to move all the Wipe Out effects to the bottom of the list. Firstly move the crawl line so that it is the last of the In effects and move back to our main menu, naming the page "Effect" in the wipe.

All we need to do now is to set some Wipes for our pages, so click on the Wipe column for the first page and select a "Fade" wipe. Notice that the name of the wipe appears at the top of the Wipe menu, and that we don't have to select "OK" until we have set all the wipes and pauses.

Set the "Smooth north" wipe for the "Scale" and "Tutorial" pages, a "Superspinzoo" wipe for "Directed" and a "Random" wipe for the last page. When you've done that click on the "Pause" column and set all the pauses to 5 seconds apart from the "Tutorial" and "Directed" pages which we will set to 5 seconds. Now all we need to do is select "Exit" to see the results. As the script loops, you will see examples of fading, scrolling, cross-fading and text wiping. The text page appears different each time due to the random wipes. ■

Norman Harris

Scale running in 2Mib?

Scale won't run on a 2Mib Amiga. The reason for this is that Scale needs Four RAM and as we all know a 2Mib 61290 only has Chip RAM. Apart from adding extra RAM you could prevent your Amiga from knowing that it doesn't have this essential Four RAM. Move MacForth from your System drawer to the Workgroup drawer, add the packages 600607, RAMT and then re-boot: your Amiga won't even know it's missing the RAM. You may need to de-archive Scale manually but it will now run. Remember to move MacForth back to the System drawer when you fit extra RAM.



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Frequently asked questions

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■ Q. How do I create my own Web pages?

■ A. Creating Web pages is quite easy, as the pages are only plain text files, such as those saved by the AmigaDOS 5.0 program or text editor, such as Cygnus 5.0 or doEdit. Images are stored in GIF or JPEG format. The appearance of the pages is determined by the use of special codes in the text files, called HTML tags.

■ Q. What is HTML?

■ A. HTML is the HyperText Markup Language. It's a set of special tags which control how a Web page looks and defines any link to other pages. HTML is easy to use; for example, to make a line appear in bold you include it within the tags for bold: `like this, y/n`. The symbol `` denotes the beginning of the word or sentence to be in bold and `` denotes the end. There are dozens of other tags and these define the size of the text, the inclusion of images and any links to other pages or other parts of the document.

■ Q. How can I edit my Web pages?

■ A. Any text editor will do. You can simply open a new document and start typing away, including the HTML tags as you go. There is nothing magic about it. You can then preview your pages by loading them into a Web browser such as Amosaic or Iliacore. Each of these programs has a text load file option and this is the one you need to use.

■ Q. What about graphics for my pages?

■ A. Graphics need to be saved in GIF or JPEG format. The art program Personal Paint will save in both these formats. All you need to do is draw or load images and then save them out in GIF (for simple images) or JPEG (for more a detailed image, such as digitised pictures). You can add a HTML link to the image.

■ Q. How do I handle links to graphics and other pages?

■ A. The HTML tag for images is `` and the tag for links is `link text`. A potential problem is what to put in for the `filepath` and `filename`. The easiest thing to do is put the HTML document and all the images and other pages in one directory. You can then reference them all by leaving out the `filepath` totally, like this: ``. Or if you create a new directory in the same directory as the HTML document, you can reference them like this: ``. The point is that you shouldn't include a full filename like this: ``. If you include a full path then it means that if you move the document about (for example, copy it to another disk or upload it somewhere) the `filepath` will no longer be valid and the image will not be displayed. The same holds true for links to other pages: keep the references local to the current document.

Essential HTML

HTML pages are plain text files with additional special codes to alter the text attributes, create links or trigger the display of pictures and other external files.

The easiest way to see what a HTML file looks like is to use the save option from within a Web Browser such as Mosaic and then load the file into a normal text editor or word processor. The HTML codes are all contained within greater-than and less-than signs, and if you remove them you can see that the HTML file is more or less plain English.

Table of HTML codes

Attribute	Start a HTML page	
<code><html></code>	Start a HTML page	
<code><title></code>	Give a title to the file	
<code><p></code>	Take a new paragraph	
<code>
</code>	Force a carriage return	
<code><h1></code>	Text size 1 (biggest)	<code></h1></code>
<code><h2></code>	Text size 2	<code></h2></code>
<code><h3></code>	Text size 3 (medium)	<code></h3></code>
<code><h4></code>	Text size 4	<code></h4></code>
<code><h5></code>	Text size 5 (smallest)	<code></h5></code>
<code></code>	Bold text	<code></code>
<code><i></code>	Italic text	<code></i></code>
<code><u></code>	Underline text	<code></u></code>
<code><pre></code>	Preformatted text	<code></pre></code>
<code><div></code>	Text emphasis to text	<code></div></code>
<code><div align="center"></code>	Text align to center	<code></div align="center"></code>
<code><div align="right"></code>	Text align to right	<code></div align="right"></code>
<code><div align="left"></code>	Text align to left	<code></div align="left"></code>
<code><div align="justify"></code>	Text align to justify	<code></div align="justify"></code>
<code><div align="center"></code>	Text align to center	<code></div align="center"></code>

Note: The use of the slash `</>` is always used in HTML to 'switch off' a particular option.

■ Q. Where can I put my pages?

■ A. If you have a dial-up account with an Internet Service Provider (ISP) they may give you some space (this for example on their own Web server. Some companies don't give space for free and you'll have to pay for it on a monthly or yearly basis. One way around this problem is to run your own Web server.

■ Q. How can I run a local server?

■ A. When you dial into an ISP using AmigaTCP your Amiga

becomes part of the Internet. This means that you can contain remote computers, but also that remote computers can contact you. If you run a Web server program (called a http daemon) then you can store all your pages locally on your machine; when someone uses a Web browser with your IP address they will access your machine. The only drawback is that your server will be online only when you are dialled into your ISP - which of course costs you money. The program you need is called 'httpd' and it was written by the authors of Amosaic. **■**
John Kennedy

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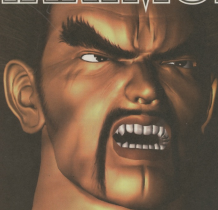


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TEKKEN 2

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CD-ROM Q&A

Were you one of the lucky ones who bought a copy of last month's superb cover mounted CD-ROM? Yes. Well, try to tear yourself away from it for a moment and see if any of the queries here apply to you.

Q Why doesn't CUCD II boot on my CDTV?

A The CUCD was labelled as being bootable on the CDTV which is correct. To make it really clear we should have added that you need Workbench 2.x as a minimum to boot. So you'll need updated Kickstart ROMs in your CDTV to boot the CD and to use most of the software on the CD.

Q Why doesn't CUCD II boot on my SCSI CD-ROM?

A CUCD was created as a bootable CD designed to work on CDDs. Any system capable of booting from a CD should have some level of CDD2 emulation software. Many problems have been encountered with some CDD2 emulation software which either doesn't work correctly or few workarounds had to be

made to the CD to work with units such as the Squish's emulation or has been changed by the reader with startup-sequence modifications and so on. The solution is either to obtain better CDD2 emulation software or re-install the original.

Q MUI 3.2 is on the CD but there's no installer for my HDT

A Correct, we mistakenly installed MUI directly to the CD image which is fine to run from the CD but the installer didn't include the MUI installer to copy to CD. The solution is to drag the entire MUI drawer into your hard drive and add the following lines to your user-startup script in the S directory of your Workbench partition:
 AddDir CDD:HardDrive:MUI
 AddDir Libs: (MUI) Libs: ADD
 'HardDrive' should be replaced with the name of your hard drive partition and/or path where you have dragged the MUI directory.

Q DataWorld animation doesn't work.

A DataWorld needs an AGA machine with SBus and a few libraries to work. If you try booting from the CD and the libraries are not in your Workbench the animation will not run. The solution is to copy the libraries off the CD onto your Workbench drive. Boot from your Workbench and type in

Figure 1.
 Copy CDD:Libs:system:library Libs:
 Copy CDD:Libs:system:library Libs:
 Copy CDD:Libs:system:library Libs:
 Copy CDD:Libs:system:library Libs:

Figure 1. How clicking on the demo should play the animation from CD. The smoothness and speed of the animation is dependent on the speed of your CD-ROM drive.

Q I haven't got an Amiga CD-ROM and an my PC CD-ROM CUCD doesn't work.

CUCD is a standard CD-ROM which is compatible with PC CD-ROMs but because the Amiga has long filenames as standard, the CD will not work in PC CD filing systems which aren't capable of these extended filenames. One solution is to use a better CD filesystem on the PC such as with Windows 95 etc. A better solution would be to take the CD-ROM out of the PC and attach it to the Amiga where it belongs.

Q Why don't some AGA games work on my CDD?

A The simple answer is memory. Though the CDD has 2Mb, the CD-ROM drive consumes some of this valuable commodity as does booting the CD Workbench system. You can see this in the quantity of memory displayed free in the Workbench title bar. These games usually only just manage to work in an A200

by running from floppy disk and loading the memory consuming Workbench boot process. These problems don't affect A200s and CDDs with extra memory though on the CDD side this isn't easy to achieve. The CDD2 expansion unit, as reviewed in the April issue, will allow extra memory to be added as well as a keyboard and floppy drive to turn your CDD2 into a proper Amiga computer. So equipped a CDD2 will run lots of games and applications software.

Q Why doesn't program X work?

A There could be many reasons. Either your machine doesn't have the necessary requirements or the software conflicts with your own Amiga system software if you've customised it. Reading the documentation provided with each of the packages is not only highly recommended, it's essential when things don't work. There is so much material on the CD, some of it is bound to work and some of it is bound to fail. You'll have to put on your diagnostic hat and try to figure out why it's not working. It may be worthwhile contacting the author of the software if you're sure it should work and all else fails. ■
 Max Bellman



Masterclass

Using ARexx with other programs can add new features and automate existing ones. Here's how ...

While you already know that ARexx is a powerful and elegant programming language in its own right. However, the real power of ARexx comes when it is combined with other programs.

Remember that the Amiga can multitask many applications at once without any effort, and so you can run, say a graphics program and, simultaneously, start an ARexx script running. It's also possible to make use of specific features of the graphics program from the ARexx script. Here's how.

ARexx port

For an application program to be used with ARexx, it must have what is referred to as an ARexx Port. This means that when the operating system sends a command to a certain location, the application program will respond to it. It's up to the application to deal with the ARexx command and perform an action or return a value to the ARexx script. For example, an ARexx paint program may accept

commands such as "Red" or "Circle" and perform a suitable action on the screen. On the next page there's an example of how you would use ARexx to work with another program. In this case we'll use AdPro (the Art Department Professional) as our ARexx compatible application program.

Remember that an ARexx program or script is simply a plain text file and so it can be created with any text editor and saved to disk or to RAM disk. Most programs have their own little foibles when it comes to dealing with ARexx and AdPro is no exception. If you create the script and save it to the directory ADPROSCRIPTS, with a filename such as "tl.adpro", when you press the Function0 key AdPro will run the script.

This is very useful, as it saves you from opening a Shell window and typing in reprogrammable code every time – although occasionally this is exactly what you want to do, especially



▲ The Department Professional is (or at least was) the premier image processing program. In ARexx facilities make it the ideal tool for batch processing jobs.

in long batch processing jobs.

Our example program shows what an ARexx script looks like, line by line. ARexx works by allowing the host programs to make use of functions available, and so some of the commands don't look familiar and certainly won't work with other host programs. This is simply because they are AdPro commands, not ARexx functions.

ARexx compatible programs

Here is a list of some of the more popular programs to feature ARexx ports. If an application program has an ARexx Port, you can write an ARexx script to call various features of the application or create macros for use within the program. For example, as both the V-Lab video digitiser and AdPro image processor have ARexx ports, you could write a script to grab frames from video, scale them, re-colour them and save them to disk all automatically.

Anti-Bark

Disk back-up and maintenance suite

AMRexx

World Wide Web browser

AmiTCP/IP

TCP/IP networking suite

AMOS Professional

Programming language

Art Department Professional

Image processor

Bass & Pipes Professional

MIDI sequencer and multimedia

authoring tool

BeOS Basic R

Programming language

Cardie

Programming language and multimedia

authoring tool

Cyberstud Professional

Text editor

DiffTracker

MIDI player

Directory Opus

File management

DirWorks

File management

Dissect Tools

Autonomy program

Final Copy

Page publisher

OFFICE

User medium as far machine

ImageFX

Image processor

LightBrite

Image renderer

MovieActor

Animation player

Maple

Mathematics engine

Muse-N 2

MIDI sequencer

MCinema

Terminal emulator

Quarterback

Disk back-up and maintenance suite

RealDOS

Image renderer

ScopyDOS

System monitor

Samt

FidoNet mail manager

Tarretto

Terminal emulator

Thun

Mail news manager

TimeDoor

FidoNet reader

Typedraft

Font editor

VisualPro

Landscape generator

V-Lab

Video digitiser

Xi-Point

Paint package

Logos, meanings and mysteries:



CD-ROM queries, ParM1 and various other CD-ROM-related problems.



All about upgrading RAM, operating systems and processors.



Plug-in hardware of any kind: scanners, disk drives etc.



Answers to queries on particular pieces of software.



Music, sampling, MIDI and anything that makes a loud noise.



Miscellaneous tools to keep your Amiga running smoothly.



Form-letters, page-breaks, preferences and lots, lots more!



Monitors, TVs, modulators, screen-movers and all that stuff.



Flashes, sprites, animation, pictures. In one small word: graphics.



Spreadsheets, databases, organisers, accounts...



Everything you need: answering about the Internet.



Not everything fits into a pagebook, but anything you like fits in here.



Our experts are waiting to answer your most difficult Amiga questions. Send those letters to Q+A, CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU. Email: Q+A@cuaniga.demon.co.uk



Keep those problems coming, especially sound and music ones - I love 'em.



What I'd give for some real hardware challenges. My grey matter hasn't been taxed for ages.

Amiga E

I began to start programming Amiga E around November time and I was delighted to find you were giving a book and tutorials away about this language. In your magazine and in the accompanying book you mentioned the *Amiga From Serial Reference Manual (Illustrated)*. Do you know where I can purchase this book?

Richard Lake
South Humberide

What large book shops should stock it in their computer departments. In fact, long as I'd go down to local WHSmiths, you'll still find them. Alternatively, you could get it from your local library, they should be able to order it for you - it's published by Addison Wesley.

Clip art corner

I have an Amiga 1200, with 3Mb RAM, a 450Mb hard drive, an Epoque LG-100 printer and a

Zipco CD-ROM. I have a couple of questions. Firstly, where can I get some CGM clip art from? I have Wordworth 3.1SE and am fed up with the poor (jagged) print quality of bitmap graphics in my documents. I am aware that Digits sell CGM clip art but I feel that this is expensive compared to the amount of data that can be stored on a CD for about twice the price. Do you know of any CDs that have CGM clip art on them? I have a lot of EPS clip art which unfortunately Wordworth 3.1SE does not support. Are there any converters available? Secondly, where can I get a colour VGA monitor from? About

how much will it cost? I am a portable colour television at present but I am fed up with the poor quality picture especially when doing GTP work.

Gareth Moyle
[no address supplied]

CGM clip art isn't a common standard for the Amiga, but worry not you can still get it. Use the file at WWW.SILAPC.COM to buy an \$1700 (US\$100), they do a good range. VGA monitors come in all shapes, sizes and even rates and it's the one rate you need to worry about. Although you can get bargain basement models, most of them won't support the lower and common resolutions that the Amiga produces - you won't, for instance, be able to use it for playing games. This is why there are lots of cheap VGA monitors around the (for sale by Amiga suppliers - most of them won't be up to the majority of Amiga users. Your best bet is the recently introduced Amiga Technologies monitor, although slightly more expensive it will support the major resolutions you need.

Atari music

For the past few years I have been recording songs using a sequencer on an Atari ST/M machine and therefore I always save the songs in the standard MIDI file format (format 1) to Atari formatted floppy disks. Now the question is how do I get sequences on the Amiga (bars and pipes and) to read and load the MIDI data from the Atari disks? Whenever I put the disks into any Amiga drive the disks aren't ever recognised.

D. A. Ladder E. West Yorkshire

Is an Atari user still? You have one

desperately compatible. Unfortunately you don't say which model of Atari ST/M you have. If it's one of the later 1040 models you shouldn't have too much of a problem. There's a disk format very similar to PC MS-DOS and as such most Amiga PC disk converts DOS-2-DOS are will be able to read them. If it's not you're on a loss, without padding, loading downwards towards places inverted rapidly. Get your ST to use the MMT files to PC (MS-DOS) formatted disks and the Amiga will be able to read them or standard if it's an A1000.

Webbed wonder

As I am into computer graphics and programming I'm thinking of starting to develop my own of WWW homepages. My first option is to enhance my old 286 PC and try to obtain an HTML Developer's package. Another option (no preference) is to use my HD equipped A1200 but is it possible? Does serious HTML software exist for the Amiga? I mean I tried out Hyperbook, which was good fun, but seriously outdated and certainly not fully compatible with the A1200. Through your January 95 issue I then learned of AmigaGuide. I have VOB-1.1, but is it any good for my purpose - does it have graphics capabilities? Does it play back sound and animation or is it just a basic text linking tool? Where can I learn more about Amiga Guide? Another thing that's been bugging me is the PC/Mac/Amiga 'cross-platform' problem.

Would it be possible to create a 3-in-1 computer - based around the Amiga of course? An accelerated 1600x could A1200 with

Points of view

Do something Ecom

by Alan Dykes

The position with Ecom stores has not been satisfactorily resolved yet, and to tell the truth I'm sick of it. I'm sure Amiga Technologies are sick of it too, but corporate lawyers won't let them admit it. Yes, as we have been told recently, the Amiga is still being sold in these so-called outlets, but the word 'sold' is surely being applied very, very loosely. Available would be a more apt description. Reluctantly available might be better.

Last month, John Smith told us that steps were being taken to make sure that the Amiga was displayed in these stores. Fine, John would like nothing better I'm sure and he's probably got plenty of passions on his Ecom colleagues to have the word carried out but I'm afraid it's not working. It is of course possible that somewhere in the country a nice Ecom man is welcoming prospective Amiga purchasers with open arms, but I've not heard about it yet. Please write to me if any of you have but I don't think we'll break Robert,

man walking into an Ecom store actually expressing a serious interest in purchasing an Amiga but being continually turned towards a PC. The conversation went something like this. Shop assistant: "It's good for graphics isn't it, but a bit slow." Potential purchaser: "Oh, I'm into graphics, can I see it running?". Shop assistant: "Er, no, have you seen that PC, it's good for graphics too". Potential purchaser: "But could I see an Amiga running?". Shop assistant: "We don't have one plugged in right now". And so on.

Interestingly enough an Ecom manager wrote in to backhanded this month complaining about the lack of training for staff in the ways of the Amiga. Perhaps this would be a start towards a solution.

Selling itself

David Petheridge was the first person to tell me that the Amiga could sell itself and he did know a thing or two about them. Got it running in a shop window with some nice animations or a stunning game and people will ask about it.

Since then new Amiga boxes, Peter Tyndalensis, Jonathan Anderson and John Smith have echoed this. And they're all absolutely right. Unfortunately no one in Bershka has endorsed the Amiga Magic pack with hands, legs and a mouth of its own to go out there and sell itself, so sadly we've got to rely on partisan human salespeople to put them in shop windows, talk to people about them and SELL them. And some sort of advertising back-up wouldn't go amiss either.

Dear John Smith and Peter Tyndalensis, walk into an Ecom in store in Britain and try to buy an Amiga (without flouting your business card). You'll soon find out what's going wrong.

Perhaps the new Amiga will create more interest but in the meantime what's available presumably has to be sold. Let's hope something more positive can be done about this.

Just in case ...

And just in case you think I'm whining like an old windbag I'd like



to congratulate Amiga Technologies on the specification of their new Amiga. I also applaud the speed at which they're trying to develop and launch it by all accounts it should be available by summer, as anyone who has read our news piece on the Hancover show will already know. They realise this market needs a new machine and, as promised in last month's exclusive interview with John Smith, it's really on the way. But slow me down if it doesn't look like the box cover off my mum's old sewing machine. At least from the pictures I've seen. But I'll reserve final judgement until I've seen one in the flesh.

What's terrifically exciting is the fact that it seems likely that more than one internal expansion port will be available. How about a processor AMD's graphics upgrade? This is something that more advanced AGA users have been clamouring for for ages. The PCMCIA slot has been dropped, but with fast serial as standard, this is not going to be a serious problem: no doubt SCSI will be an optional add on at a later date.

No, if the price (and packaging, but more of this at a more appropriate date) is right a machine with this specification will sell like hotcakes, and if the sales problems I touched on earlier can also be remedied then Amiga really is 'Back For The Future'. Hold on to your seats.

Unfortunately no one in Bershka has endorsed the Amiga Magic pack with hands, legs and a mouth of its own to go out there and sell itself ...

our Postman's back with the Deluge. Prove me wrong if you can. There's nothing I'd like better.

This is based on personal experience and what other reliable sources have told me. I've checked: neither Wood Green or Upper Street (both in north London) branches of Ecom had an Amiga on display with a monitor hooked up, running animations in Personal Paint, running anything at all. They didn't even have one out of its box. And I swear there was dust on top of the boxes themselves - even the cleaners wouldn't touch them. One horror story related, first hand, to me from a different part of the country was of a middle aged

Dare to look different



by Tony Hargan

"But it doesn't look like a PC!" comes the cry from onlookers as the prototype "Amiga Walker" is unveiled. You're damn right it doesn't and why the hell should it look like a PC? Now that the general public have been indoctrinated into the notion that "computer = PC clone" it would be foolish for Amiga Technologies to look up a new Amiga in PC clothes. If they had, imagine the scenes as Joe Punter walks into his local vacuum shop on the lookout for a good value versatile computer ...

Punter: I'm after a computer.
Assistant: Certainly Sir, what did you have in mind?
Punter: Well my mate knows about computers and he said

it's so good unless it's got the following things written on the box: Pentium, Plug and Play, Windows, Internet and Multimedia. How about this one, the one that says Amiga on it? Assistant: Well it hasn't got a Pentium, or Plug and Play or Windows but it can do those Internet and Multimedia things. Punter: No, I want to fulfil my checklist: Pentium, Plug and Play ... How about that other one then? Assistant: Certainly Sir, this is our latest cheapo bundle which will register all of your buzzwords and have you walking out of the shop with a PC that can barely find enough space RAM to display an "out of memory" error message once it has loaded Windows. Punter: It takes it! Oh, and while I'm here, do you sell vacuum cleaners?

OK, so I'm being a little generous toward the shop staff there, assuming that the sales assistant actually knows anything at all about the products that are on sale in his shop.

However, if you encourage people to compare an Amiga, buzzword for buzzword, pound for pound, against a cheap PC it's bound to lose out, especially when there is no-one on hand to argue the Amiga's side of things.

The Amiga should not be chasing after the PC. The Amiga is, and I hope will always be a special computer bought and used by the

"If the new Amiga looks different, then maybe it will catch the eye of those who are looking for something a little different under the bonnet."

discerning customer. If it looks like a PC then people will assume that's what it is, only a lesser version because it doesn't follow to the PC's buzzword agenda. If the new Amiga looks different, then maybe it will catch the eye of those who are looking for something a bit different under the bonnet.

That's why the majority of us are using Amigas now. We want something a bit special in our computers, and we want to do special things with them, regardless of what the rest of the computing world is currently being spooked by the mass media.

The Amiga has always been a machine that has captured the imagination and it must continue to do so in its future forms in order to maintain its position as the main machine for original, creative and inventive computer users.

If that means dressing it up like a hovercar, then so be it.

■ Tony Hargan is C&A Europe's Regional Technical Editor

To suck or not to suck?



by Matt Bettinson

We heard all the jokes. The new Amiga (codenamed project "Walker"), when finally unveiled at the CeBIT show in Hannover, Germany, was radical but also mildly ridiculed. AmigaE (500) and Amiga PowerPC jokes raised quite a few chuckles (see pictures in news pages). However, at

the end of the day what Amiga Technologies have produced in Project Walker and what I said it should be in the past, were all uncannily well matched. 64Mb of RAM, stock hard drive, CD-ROM and real-time clock is what we all knew it needed. Then there's the new IO chip which will finally give us high speed serial for games use and more.

This baby was designed to be fully expanded to a Power PC processor with an official AT upgrade in early '93. It's a great low-end Amiga now and yet miraculously it can be expanded to the highest levels of modern computing capability - all housed in a 1980's style jobber's middle-class-vacuum cleaner case (which, incidentally, I loved). Given that AT surprised us by getting A1200s out the door so quickly and have surprised us again with a completely new working machine where we expected a circuit board in a pizza box (a flat desktop-style machine had been proposed, I feel), congratulations are in order.

In complete contrast to AT's design

largesse, Motorola showed a range of PPC based computers at CeBIT and not one of them looked anything different from a PC. And certainly none of them had an OS suitable for home use. The "Walker" with a PPC and

"It's a great low-end Amiga now and yet miraculously it can be expanded to the highest levels of modern computing capability."

graphics board will kick major butt and should see massive success. This is the first time in ages I've seriously looked forward to the next Amiga. Now all they have to do is get those A1200s in Italian stores turned on and hooked up with a new HD disk, sell some and pay for this prodigy's manufacture. The rest of us can dream of PowerPC equipped vacuum cleaners in the mean time.

■ Matt Bettinson is C&A Europe's Regional Technical Staff Writer



Backchat

NFA fight back, Escom manager gets hot and bothered. Bucket of water please for this month's selection of readers' letters.

Oi, cheery Mat. NO!

To the bloke with cheery beard (Mar 85), I'm here to set the record straight. Being a member of NFA and the coder of enLOCK, I was just a little annoyed at the comments you made in the March issue of CU Amiga Magazine. With reference to: 'It didn't work because the installer was hopelessly broken'. What are you on about? In the same month Roberts Smith DTP supplied the exact same disk to another Amiga magazine which managed to install it perfectly and even awarded it Utility of the Month. So what are you doing wrong, are you so hopelessly stupid?

The Amigaquest documentation which you go on to attack is another thing you managed to get wrong. The default text is incorrect, you say. How can Matthew be incorrect when it worked on everybody else's setup, including the many registered users? Yes that's right I've got registered users too. You did test enLOCK on Workbench v3.0 didn't you?

I don't see how you can make assumptions that enLOCK hadn't been tested at any time during development. If you wanted to contact me before publishing an untrue statement then why didn't you write to me at the address which is supplied in the Amigaquest documentation? Everyone else seems to be able to find it. The PO box address in the documentation was for joining NFA or getting hold of the latest NFA productions directly from HQ.

As for the disk file references in the bulletin board adverts at the end of the installer, they are used in place of the numbers to remind people that the board is running. The ASR-ELITE is to prevent people from calling the BBS and wasting time teaching software (PO) without uploading anything in return. To get the number you'd have to know the actual BBS system or a friend to use the board which would probably mean you knew somebody in the group. It's not because there's pirate software on the boards but just to allow traders to get hold of and spread the NFA productions without the hassle of using a busy public BBS.

Letter of the month

Escom man bites back

I am an Escom store manager who is completely dedicated to the revival of the Amiga and, contrary to popular belief, a good quantity of Escom staff are as well. What your readers fail to see is that there is very little support from either the public, media or AT. The availability of training and supportive literature is limited which makes it difficult for Escom staff to become competent at using and demonstrating the Amiga. This is also compounded by Escom not stocking any add on peripherals or Amigas with hard drives.

I bet most of you are thinking what is this guy on? What does he mean about no support from the public. Let me explain, how many of you can honestly say that you have written to Escom asking why are they not stocking Amiga accessories or that you went to your local store to see if you could offer ten minutes of your time to an uneducated Escom sales person who after all is not trying to have a lack of knowledge. You are the professionals, not many people know more about the Amiga than the people reading this magazine.

And as for the media! Why don't you stop pointing the finger and get off your backside and do something about the lack of awareness of the Amiga. Why not arrange a joint competition between the media and AT to design a demo to run in all Escom stores highlighting the benefits of the Amiga showing what this quality machine can do.

Most of you may read this letter and say I can't believe what this guy is saying, he is expecting us to do all the work. If that's your opinion then that's fine but just remember it is all too easy to blame someone else.

Nigel Stone, Mintonia.

PO these are my personal feelings and not those of Escom UK or Amiga Technologies.

The advert on the installer was targeted at both the PO buyers and NFA members. On top of all this I don't even own a modem.

Saying that Roberts Smith DTP had made an oversight with enLOCK was able to do it. In future if you have trouble getting a piece of software from a PO library to work why not make helpful comments as to what's wrong if you must review it, instead of picking on lots of small points and filling the rest of the review with plums of bull.

Mike Carter, NFA.

Firstly, yes the installer was broken. It didn't work on our machines and Mat, cheap genius or not is no stranger to installers and was able to fix it. This is obviously not something a potential PO buyer should have to do. We can't speak for other magazines but maybe their standards of review are not as rigorous as ours. We haven't even done reviews.

Incidentally, you tell us that ASR-ELITE is a telephone number means that it's not a public BBS, but later on you say you don't even own a modem. How do you know? We haven't been involved in comms for many years but find it the belief that ASR-ELITE also helps piracy, as do most of his former colleagues and correspondents, not to mention Roberts Smith DTP who knew well enough to remove the disk from their PO catalogue.

We could have spent more time detailing exactly what was wrong with enLOCK but decided

THE FAIR SIDE

By GARY LARSON



Incidentally, Bennett's and Bailey's suggestions that Matt didn't know how to use a phone to join a magazine database.

to devote the space to more worthy PO utilities. One that would and didn't contain dubious messages in their installer. We also thought we might be doing NFA a favour since they are so obviously against piracy. Few wouldn't want people getting the wrong impression because of misunderstood words in the installer, would you?

Change direction

It was good to see for once that your feature Software 101 (March CU Amiga Magazine) was more than simply a list of threatening statements from various developers predicting their departure from the Amiga market. OK, there was the usual pious problem place but on the whole it was very positive in respect to the Amiga's future.

I couldn't help wondering though, is piracy the real problem or have the software developers and the publishers simply become victims of their own propaganda. I admit piracy is a problem across all formats including CDs and CD-ROM but have the software companies ever actually done any research into why sales of software has declined.

Looking back ten years, like many people I spent possibly two hours a day playing games and so brought at least one new title per month but as my Amiga expanded so did its capabilities. I'm still a heavy user of my Amiga but most of my time is spent writing and answering mail and I can honestly say that I've not looked at a game for over two years.

Is it possible the Amiga had in effect grown up? Looking at all the people I know personally in the Amiga community which is quite a few all of them have expanded machines capable of running the latest games like *Breakout* etc but their interest in games is almost non-existent. So could it be that the decline of the Amiga games market has been like so many other things, not the fault of the platform or Commodore's attitude but a victim of affordable technology. OK not everyone has the financial setup but they are fast becoming a minority.

So perhaps it's time that the developers and everyone else involved in the Amiga games industry took a good look at the everyday Amiga users and actually asked what *we*, the Amiga community, want from them. Personally speaking, if I was asked whether I wanted a high tech spec all encompassing Doom clone or while away the hours each night or if I would prefer to see their talents spent developing a new generation of Amiga specific internet software I know what my choice would be.

Maybe the answer for the software developer is not a change of format but simply a change of direction.

Mark Geddes, South Yorkshire.

Dirty tricks

It seems that a lot of Amiga owners either can't or won't spend any money on their beloved computer. In fact I've seen a lot of these people haven't got a lot of original software in their collection except for what they get from your 'dirty tricks'. Oh dirty tricks, I mean the CDs and floppies on your mag cover.

Don't get me wrong, I think these disks are great value for money and not 'Dosh'. I got that CU Amiga last month and the software was brilliant, but it was all just a trick to get me to buy the magazine! Of course you've got to buy the magazine! Don't people realise that no sales means no magazine! Please tick me again and again.

People with this attitude make me so mad. They say they want the Amiga but are

Picture corner

I read your Allen Beaud CD preview and thought the pictures were superb. Inspired, I got on my A4000/500 and whipped up some illustrations, which I hope you like.

Todd E Haviland, Norway.



Be sure that your Amiga has speed graphics when the time is a computer you can sleep about the time 10:10 on the night table.



But you never stop thinking.

prepared to do nothing to save it. Thanks for a great magazine and all the tricks!

Bob Andrews, Canada.

Dear John: heads on heads, some of them over some sticks for a design!

Ford versus Jaguar

I feel that the negative comments made by many of the contributors to your letters section about the inferior performance of the Amiga against the PC need to be redressed. I work in the motor industry and I would find it inconceivable if a Ford Escort were to be compared to a Jaguar XJS. This, however, is the situation the Amiga constantly finds itself with regards to the PC. Whilst I think that the PC is technically superior it is also, in most cases, three to four times more expensive than an Amiga.

A standard Amiga can create video titles, platform games, word processors and has numerous other applications. However, with many PCs before you can use similar applications you have to purchase different graphics. The Amiga is a very capable machine and purchasing extras can turn it into a PC beating machine. Comparing an Amiga to a Ford Escort is I believe a valid comparison as the Escort is a practical vehicle capable of fulfilling all the needs of a motorist without the need to spend large amounts of money to keep maintaining it.

However, spending a modest amount of money on performance parts can give it similar performance to an XJS. Likewise adding a hard drive, accelerator board, monitor and extra memory can produce PC-like performance at a fraction of the price. This, I believe, is the true Amiga Technologies should use when promoting.

Kevin Coates, Somerset.

Bravo

Having recently upgraded my A1200 to a 6MB CD system, I was gratified to see CU Amiga

Magazine publishing a CD for a magazine. I represent the portion of your readership that can not afford to buy and upgrade a PC but I find that I can just keep up with the Amiga and therefore keep up with the latest advances in computing and general technology.

I read with interest Mal's diary like concerning the completion of the CD and I think that having done it twice you will get more efficient as you go on. Well done Mal Pohl (not on back). I believe the future of the Amiga and therefore CU Amiga Magazine lies in this growth area. With a view to this I suggest a new section in your next CD for those of us who can not afford to use WWW or internet but who are interested. A HTML driver with various local browsers (RWGB), the home pages of various WWW sites. You could have a section in the magazine for the readership to write in and request various sites pages. I believe most site owners would be more than happy to have this free advertising of their site and larger businesses could use this as a way to gather the names of people who receive direct mail.

Stephen Mallick, Surrey.

We're glad you liked the CD and your suggestion of including native WWW sites on our next CD is a very good one. There's a wealth of excellent Amiga sites maintained around the world and many of them have first rate material which is both informative and interesting. Our promise to include much more HTML on the next CD.

Also we'd like to state this time in answer to what we will be wanting our own very comprehensive WWW site soon.

Unlike other publishing houses on the 'net', we'll be integrating the CU Amiga Magazine 'home page' into the reader magazine operations for a constantly changing site hopefully of value to Amiga users all over the world.

Naturally we'd also be putting the site on the next CD-ROM. Stay tuned, the CD will be in the next issue of CU Amiga Magazine.

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